

Get your adrenalin pumping with the latest in the futuristic racing series, Wip3out. Your challenge is to outrun the stars of the Anti-Gravity Racing League, using your deft flying skills and an array of powerful weapons. The competition is staged across eight sleek new circuits, and now features a two player split-screen mode and a banging soundtrack by DJ Sasha. All up, it's the most hardcore assault on your senses yet. www.playstation.com.au

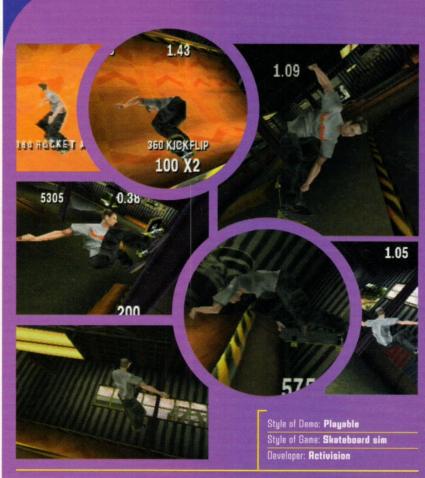




The best fighting game ever, the best mini-racer ever, potentially the best football game ever, the best skateboarding sim there has ever been, the best party game on PlayStation and also the best puzzle game involving the capture of laboratory rats from outer space. All these and more are on this month's PSM CD. Once again we are the only magazine to bring you PlayStation demos never before seen in the Southern hemisphere. The best demos of the best games. First.

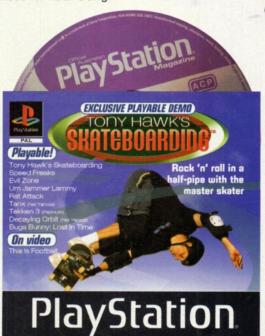
Highlights of this month's disc include the highly addictive *Tony Hawk's Skateboarding*, the very silly fun to be had with *Um Jammer Lammy*, and the manic racing of *Speed Freaks*. Then, tucked away very politely in the corner, is *Tekken 3* – only the best fighting game ever produced.

So, until Wipeout 3, Soul Reaver, RC Stunt Copter, Lego Racers, No Fear Downhill and Point Blank 2 next month, you'll have to put up with these for now. Sorry!



Tony Hawk's Skateboarding

With both Single and Two-player split-screen modes available in our demo, you can see why this surprisingly exciting sim has ground the office to a halt. Easy to pick up but a bugger to put down afterwards, practice makes perfect with this game – and boy are we practising.



Style of Demo: Playable
Style of Game: Rock / Rap 'em up
Developer: Sony

Um Jammer Lammy

The ultimate PlayStation party game may be dancing to a different kind of beat but it's still the same sort of gig. In our demo you have to follow Chop Chop Master Onion's lead if you want to help Lammy find stardom. The two-player demo next month...



Style of Demo: Playable Style of Game: 3D Platformer Developer: Infogrames

Style of Demo: Playable Style of Game: Puturistic fighting Developer: Titus

Bugs Bunny

Our favourite wabbit is Lost in Time, as the game's sub-title suggests, and the aim is to get back to the present day avoiding Elmer Fudd and his clones, Sounds ridiculous, but is seriously fun. Try a whole level for yourself and tell us you don't secretly love it.



Evil Zone

Fast-paced fighting is nothing new, but the manga-style animation of Evil Zone means that this fight fest from the future is a beat 'em up with a difference. Play our demo as schoolgirl Setsuna, but don't be too rough.



Style of Demo: Video Style of Game: Soccer Sim Developer: Sony

Style of Demo: Playable Style of Game: Puzzler Developer: Mindscape

Rat Attack

You're the cool cat that's out to catch rats. Simple as that. Or so you think... In our demo complete four levels in single player mode before taking on friends in the multi-player level. There's a rat in your kitchen what are ya gonna do?



This Is Football

They say football, they mean soccer. Sony have high hopes for this would-be FIFAbeater, and from what we've seen they may have a soccer sim to be proud of. Is it as good as ISS Pro, though? Only 364 consecu tive lunchtimes in the PSM office will tell.



Style of Demo: Full playable game Style of Game: Strategy Developer: Yaroze

Style of Demo: Full playable game Style of Game: Space Sim Developer: Yaroze

Decaying Orbit

While Bugs is Lost in Time, you are all alone lost in space. And while Elmer Fudd isn't out to get you, there are the tricky matters of nebulae, planets and aliens to avoid. Try making your way home as all manner of the unspeakable attack.



Tanx

This is a two-player demo only, so go grab a mate quick. In a similar vein to Return Fire, the object of the game is to manoeuvre tanks (Tanx) so that you capture flags before your opponents. This has three modes and all of them are great fun.



Style of Demo: Playable Style of Game: Hart racer Developer: Funsoft

Speed Freaks

This is fantastic multi-player fun which even tops the SNES version of Mario Kart. Choose from six characters in either Single Multiplayer or Demo Modes. Slap this in your PlayStation now but please don't miss work or end relationships as a result of it.





Tekken 3

And as a little treat squeezed on at the end we give you undoubtedly the best fighting game in the world, ever. No, really. The all-conquering Namco scrapper is now available on the Platinum range, so as a quick reminder of what a bargain that is, let battle commence.

Style of Demo: Playable

Developer: Namco

Style of Game: Beat 'em up





If **The Matrix** took you to another world,

let **The Thirteenth Floor** take you to another universe ... or two.

A sci-fi thriller where parallel times collide, on the thirteenth floor no one is who they seem ... or are they?

QUESTION REALITY.



You can go there even though it doesn't exist.

PREVIEW NOW at www.columbiatristarfilms.com.au

AT CINEMAS SEPTEMBER 2

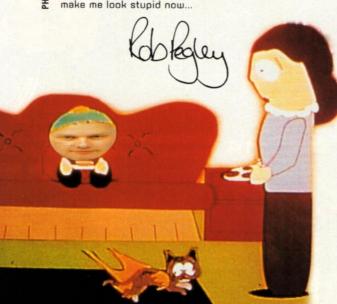
START

was always going to be tough

check on his verdict.

improving on last month's issue - what with that free disc holder and the anticlimax we felt after the Readers Top 50 Awards - so generally we didn't bother trying. Okay, so '/ didn't bother' would be more accurate. As soon as we got a copy of Wipeout 3 in the office I just sat on my arse for three weeks humming along to Sasha and giving myself severe motion sickness. It's absolutely fantastic. And I wasn't even reviewing the game. Jason Hill gives his thoughts on the futuristic racer on page 68. We bring you the playable demo next month so that you can

Elsewhere in the issue we have interviews with the creators of Resident Evil 3 and Die Hard Trilogy 2, as well as with boxer Prince Naseem. We go behind the scenes of Theme Park World, and we bring you the games that time forgot. Superb titles cast into the bargain bin of life, which could be yours for next to nothing if you seek them out. And then there's South Park. I'm totally alone in the office when it comes to my hatred of this cheesy poofs nonsense. As far as I'm concerned it's a badly drawn version of The Simpsons which swaps biting satire of the American psyche for fart gags, and exchanges hilarious wru observations of human frailties for swear words. Still. it you're like the majority of the PSM team then you probably love it, so you'll be more than pleased with our review of the first South Park game for PlayStation and the exclusive five-page feature on its creators. Me, I think it's just bloody nonsense. Anyway, there you go, I've said it. I bet they'll go and make me look stupid now...







The PSM Team



Jason Hill

"I've got chocolate salty balls," said Jason in his new guise as Chef. "Er, well, take some time off if you want," replied Rob sheepishly, "but keep it to yourself mate, I'm

having my lunch". The humour of South Park was already going over the Editor's head.



Judie Siu

Always the most fashionable of the PSM crew, Jude wasn't going to let being dressed as a South Park character effect her sartorial elegance. "Black is the new

black," she said before heading out for a pack of cheesy poofs.



Fiona Tomarchio "I've been puked on, again," said Fiona in her Wendy outfit. "Did Jason do it"? asked Rob. "I'm not sure he's feeling himself today. He was complaining

of, er, men's problems earlier." "No, it was Stan, of course," said Fiona/ Wendy. "Of course..." replied a bemused Rob.



Naomi Gordon

"Can you see properly under that hood?" asked a concerned Rob. "It's okay," said Naomi. "I'm Kenny, I'm the one that dies every week. It's because my family is so

poor, God punishes us." Rob stared at her for a while. "Yeah, whatever," he mumbled.



Andrew Iredale You'd have never thought that mild-mannered Andrew was Satan, but after further investigation this does actually appear to be the case. A smell of sulphur

whenever he enters the room together with his love of Devil Dice were the main clues.



Richie Young

Kyle is the smart one and so Richie was the obvious choice. "Have you seen the cow-launcher I've made" he asked. "What's it for?" replied Rob. "Launching

cows," said Richie.



Nino

It seemed only right that Nino should be Stan, the cool-looking leader who plays quarterback for the South Park Cows. "Oh my God! They killed Kenny!"

wept Nino. "Kenny who?" Rob asked. "Never mind," said the rest of the PSM team.



Georgia Moxham

"Georgia, surely you're not going to spout any of this South Park rubbish at me are you?" asked Rob in desperation. "Move along, none of this is happening," was

her surreal response. "Thank God!" said Rob. "Now who's got my cheesy poofs?"

38876

SOUTH PARK THE FIRST BITCHING REVIEW AND ONE MOTHER OF A FEATURE









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JASON HILL PREPARES TO GO PORTH WITH LARA IN TOMB RAIDER: THE LAST REVELATION



Two of the '90s' great female icons come together – Lara in her one-time appearance with Ally McBeal.

omb Raider: The Last Revelation will be a great contrast to Lara's last two globetrotting titles, and is based entirely in Egypt. Most of the game takes place in underground burial complexes and other ancient locales. Despite rumours, the game is not a prequel, but it is a return to the style of the original game.

Each level has clear objectives and, unlike the vast open spaces prevalent in Lara's previous two outings, they feature smaller locations. The aim is to create a more tightly focused and detailed game, with more emphasis on gameplay and a shift away from senseless combat and back to puzzle-solving. But *The Last Revelation* will have plenty of new features. The delectable Ms Croft has been remodelled, adding more detail to her appearance and movements, and the team has taken the opportunity to extend the range of actions she can perform. Not only do these new moves look cool, but they have also allowed the introduction of new trap and puzzle mechanisms to negotiate.

Perhaps the most significant change is to the inventory system. The release of the game will make that Lucozade ad seem completely out-of-date, because it sees the end of the familiar inventory rings. The redesigned interface is more flexible, enabling items to be collected, stored and combined. Applying this system has enabled the development of new types of mind-benders that go far beyond the simple pull-this-lever or push-that-button puzzles of the previous *Tomb Raider* games.

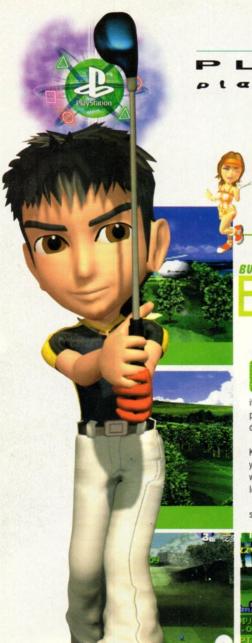
As expected, the graphics have been given an overhaul, resulting in more detailed and realistic environments. The new lighting system permits spotlighting, and different surfaces can reflect or absorb light, adding to the atmosphere.

The plot is still a secret, but revolves around ancient Egyptian mythology. The lure of an undiscovered tomb in the Egyptian desert pulls Lara into a deadly sequence of events that threaten the future of the world. It seems Lara inadvertently releases something very nasty after breaking into the tomb. Look out for Lara in November.

WHEN THE WARRENCE TO SEE STATE OF THE SECOND SECOND

A fine pair, over which she has astounding control at all times. Guns. Obviously.

Lara prepares to enter the Temple of Love. Romance among the ruins? We do hope so: Lara has surely been on her own for way too long. Blimey, even Barbie has her Ken.



BUBRYBODY'S BOLP 2 TO TER-OPP SOON

amelot is hard at work on a seguel to everybody's favourite golf game. The arcade-style Everybody's Golf surprised many players with its deceptively cute presentation hiding a very comprehensive and addictive golf simulation, although it didn't sell as well as it deserved in Australia.

PSM caught up with executive producer, Yasuhide Kobayashi. "When you first take a look at the game you immediately understand the game is different. I wanted to make a game that was very Japaneselooking," said Kobayashi-san.

Apart from a visual revamp, there have been several important additions including different club

sets, a choice of balls and the inclusion of seasonal features. "In summer, players will hear cicadas. Players will see dead leaves in autumn and play under the snow in winter.

"These improvements are related to the graphics, but we also work to improve the game characteristics. In summer for example, the rough will be deep. In winter the wind will be strong, but the rough will not be so long so it will be easier to hit the ball out."

The game features 13 characters, five club sets and six types of ball to wallop around the seasonally adjusted courses once you've beaten its Tour Mode. It should be released early next year.



Woody from Toy Story is a hidden character.



Rumours of using "Bitchin' Shot" were denied

Just after PSM went to press last month, LucasArts announced it had decided not to continue development on Star Wars: Episode One Racer for PlayStation. A company rep wrote: "The company is refocusing its resources in anticipation of new titles. both Star Wars and original, for current and emerging platforms," Sorry, folks. EA has renamed its new cartoony golf simulation staring Tiger Woods. Cyber Tiger should be released in October. Meanwhile, Eidos has shortened the name of Omikron: The Nomad Soul simply to The Nomad Soul. There are also rumours it has been delayed. Trick 'N' Snowboarders is coming to Australia soon, a port of the Japanese hit Tricky Sliders from Capcom. Most attention will be on the hidden characters, which include Leon and Claire from Resident Evil 2, and even a zombie cop. Westwood is bringing strategy point-and-clicker Dune 2000 from the PC to PlayStation. Dune 2000 is a remake of Dune 2, based on the David Lynch film the predecessor to the company's more popular Command & Conquer series. Publisher EA is promising it will not be a lazy port and will offer two-player via link cable.

its subject matter, Grand Theft Auto has proved hugely suc-place in a single city, this vast metropolis is significantly largcessful, and the healthy sales of the London: 1969 mission or than all three of the original's put together pack show that it's as popular as ever. It's hardly surprising, then, that Take 2 is soon to release Grand Theft Auto 2.

GTA 2 is based on the same basic concept as the original gate around the highways and byways of the urban quickly find yourself with just as many enemies as friends. jungle: stealing cars, performing tasks for a variety of unsavoury types, engaging in numerous acts of senseless muggers, psychopaths, other car thieves, assassins, whole violence and dodging the attentions of the wallopers.

Beyond this basic framework, though, everything about GTA



Despite (or perhaps, because of) the controversy surrounding 2 is set to be bigger and better. For starters, while GTA 2 takes

Six competing gangs vie for control of the city's underworld. Rather than anonymous voices on the phone, it's these gangs that set your lucrative missions. However, as an up-and-coming young criminal genius, you must navi- working for one gang will inevitably upset another and you'll

> As well as innocent bystanders, you'll come across families out for the day, queues of people at bus stops and much, much more. Throw in twice as many vehicles as the original; the ability to recruit guards and followers of your own; and intelligent and resourceful law enforcement agencies, and GTA 2 is shaping up to be an underworld delight.



We're plugging away on a big feature about the making of GTA 2 for next month's PSM.

The game should be out in October

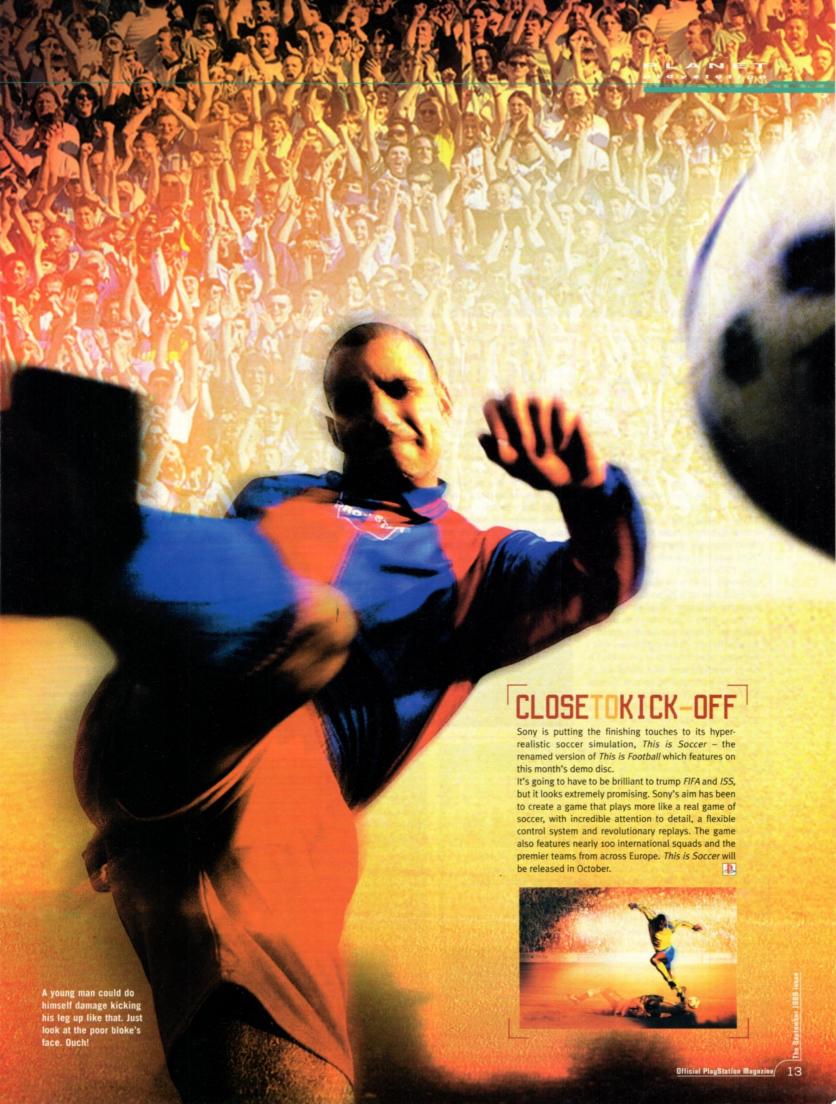
THE BIGGEST LITTLE RACER RETURNS WITH A MASSIVE SHOCK

Word has leaked out that top developer Codemasters is planning a new game in the multi-playertastic Micro Machines series. PSM can reveal that it has the working title Micro Machines 4 and is likely to reach your PlayStation around Yuletide. While it's thought that the new game remains faithful to the original in many respects - you rampage around bathrooms, frolic across kitchen work-surfaces, dodging pints of milk, plug-holes and other hazards - the big surprise is that it will not feature any vehicles.

Quite what you will be tonking about in the oversized locations is still a mystery, but sources close to Codemasters have told PSM that MM 4 will use an updated version of the Micro Machines V3 engine, and lessons learnt from racing best-sellers Colin McRae Rally and TOCA. There's vet to be any official announcement on the new project, except the release of this bizarre image of a disfigured biped called 'Little Bastard (!). More details soon.



The stars of MM 4: 'Little Bastards



PLANET



Shoot first, don't even bother to ask questions later.



Quake could blow away all opposition into oblivion.

QUAKE IS HEADING OUR WAY: RECALIBRATE YOUR RICHTER SCALE!

PIECEOFOURKE

uake: less a simple first-person shooter in gloomy tunnels, more a globally honoured gaming religion. Id Software now invites PlayStation owners to sign up to the cult. Who needs cute platform-leaping animals? Who wants another ho-hum racer? When instead you can dunk your face in the simple, wickedly addictive pleasures of one heavily armed space marine against unstoppable alien odds.

Without cutting any corners, developer HammerHead has re-created the original game's techno-urban look (liberally redecorated with hellish splatter) to impressive effect. Better still, the PC-to-PlayStation conversion moves unbelievably smoothly; its clean, clear graphics are devoid of the sort of glitching that has plagued many of the PlayStation's 3D games.

Of course, *Quake II* is a triumph of style and dynamically lit design over narrative content. It has a story of sorts — a half-sketched yarn about a lone soldier facing thousands of gun-hefting ETs. But it's mere background colour sloshed over the wildly obsessive strafe/kill/jump/swim gameplay that PC owners have been teasing everybody about for ages. And the key to this infectious playability is the Deathmatch Mode. The mission-based levels

(some of which are unique to the PlayStation) are gripping. The superbly realised, real-time lighting effects are breathtaking. But it's the two- and four-player, split-screen multiplayer modes that cram *Quake II* full of adrenaline-pumped menace and atmosphere. With fully customisable controls (including Dual Shock support) and the most thrilling gameplay available through any lump of grey plastic anywhere, Id Software's latest masterpiece could be the greatest, sleep-depriving game you play this year.

Lots more next issue. We promise.



THIS MONTH'S THOUGHT PROM THE GRMING HOSTESS....

I thought sports games were boring.
I'd never played one — I just
assumed. Watching sport of any kind
on telly puts me to sleep in two
seconds, so why would a game be
any different?
Well after playing a game or two, I'll

admit it. I was ... well, I was ... erm
... Okay! I was WRONG!
Sports games are so much fun —

especially with two or more players. It has only recently dawned on me that sport sims offer exactly the same fantasy element as any other 'real-world' game. They allow you to get out there and dream that you really do possess those skills, after watching the pros make it look so

Winning a match in *Anna*Kournikova's Smash Court Tennis is just as satisfying as hooning around in a Subaru Impreza in *V-Rally 2*. So you don't get prize money, but you're not paying off a \$40,000 car loan either.

It's unfortunate that we're not all genetically engineered to be 'naturally talented' at sport. But have you ever considered that the pros are most likely crap at PlayStation? No, didn't think so... Well until someone proves otherwise, there's nothing stopping us thinking that's the case. From the interviews PSM has featured on sports pros like Shane Warne and Ari Vatanen, they'd be lucky if they knew how to turn the darn thing on!

So go and fire up your copy of Shane Warne Cricket and V-Rally 2 and kick their butts!

Or better still, anyone for tennis?



Girls, just try a sports game: you'll have a smashing time. Honest!

PRIZES TO FREAK OVER!

Those super speedy, super freaky folks at Sony have given us five fantastic *Speed Freaks* packs to give away to lucky *PSM* readers to celebrate the release of the game. The limited-edition *Speed Freaks* bundles feature a copy of PlayStation's best kart racer (8/10, *PSM* 25) plus a Multi Tap so you can enjoy the brilliant four-player racing action. The packs normally cost \$109.95. To win, all you need to do is answer the following perplexing question: Which of the following power-ups can you use to crush your wretched opponents when playing *Speed Freaks?*

- a. Bananas, pointed sticks and mangos in syrup.
- b. Stinky skunks, mole patrols and exploding sheep.
- c. Rocket launchers, plasma rifles and the BFG.
- d. Sticks, stones and broken bones.
- e. Missiles, slime and tyre pops.

Pop your name, address and answer on the back of an envelope and send to "Freak Show", Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close Sept 30.

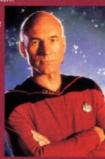


Don't try this in your Commodore, kids.

Prepare to enter space, the final frontier. Activision is bringing Star Trek to the PlayStation. Based in the Next Generation universe, the game places players in control of the Federation's newest single-pilot fighters, charged with investigating strange space anomalies, defending the Federation against alien threats and uncovering the mystery which has opened a rift in the Beta

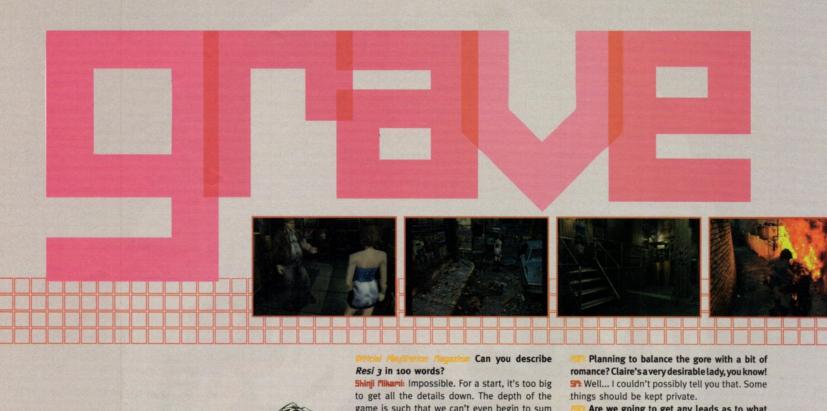
eachatian PS:

Activision says the game is "a visually stunning, fast-paced space shooter." It features 30 diverse missions in which players pilot multiple ships. As they progress through the missions, players will encounter classic *Star Trek* characters, including Borg and those pesky Klingons, plus a neverbefore-seen alien race. Cut scenes enhance the overall experience. The game is being developed by Warthog for a mid-2000 release.



"Like my pyjamas?"







"Anyone got a bib for Mr Mikami?" we cried as he sat there drooling over his lovely games... He's a busy man at the moment, but Shinji Mikami managed to take time out to give PSM the low-down on his latest addition to the world of Resident Evil, Nemesis.

Shinji Mikami: Impossible. For a start, it's too big to get all the details down. The depth of the game is such that we can't even begin to sum it up. On top of that, of course, is the fact I don't want to spoil any of the fun for the players. I think it's better that they wait until the game actually hits the shelves.

s there anything in it that's totally new?

The Quite a few things actually! For example, we've incorporated a lot more player flexibility. You'll reach certain points and the conditions you're in at that time, like if you're cornered or whatever, will enable you to do certain things to avoid the danger. In this installment the zombies are a lot more agile. Whereas before you could dash up a flight of stairs to get out of their way, this time the creatures will follow you all the way up. We think this will make the game a lot more fast-moving. With this game we've also tried to make the playable characters that much more flexible. We're adding a new move whereby the player can spin round 180 degrees at the drop of a hat. This is going to mean that you can attack a zombie, or conversely run away, that much more quickly,

Would we be right in thinking this episode's going to reach new heights of spine-chilling suspense?

A lot of the changes we're making in this game enhance the feeling that you're continually being hunted down. Or at least ensure you're always aware of an eerie sense that there are creatures prowling around in the dark, ready to viciously strike you down at any moment.

Are we going to get any leads as to what happened with the Jill and Chris stories?

The As it stands we're not going to follow what happens to Chris; the main character in this game is Jill. But it'll basically kick off from the tail end of *Resi 2*. Whether Chris turns up later is a different story...

Apparently the game's set 24 hours before and after Resi 2. Can you tell us how that's going to work?

If I tell you how the story's setup, playing the game won't be as interesting as it should be. Honestly, I'm not trying to stand on anyone's toes – it's just that I really don't want to spoil any of the enjoyment.

We've heard talk of a character that goes by the name of Carlos. Can you tell us any more?

STE Sure, there's a mysterious character called Carlos worked into the plot. Part of the game involves finding out all about him and his past, so I'm not really going to

his past, so I'm not really going to say too much here. Suffice to say all is not what it seems...

Presumably there's another batch of zombies to take down. Can you tell us about any other monsters we'll be up against?

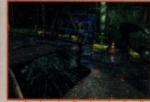
Try combies are the very essence of the *Resident Evil* series. Without them it wouldn't be the game it is, so yes, expect to see legions of the undead shuffling round the city. We've

















designed a huge number of new zombies for this game and kitted them out in a variety of outfits, so there'll be plenty to feast your eyes on.

Can you tell us how big this game is compared to the previous installment?

- Resident Evil 2 was targeted at the mass market, so-called "light users". We'd like to make Resident Evil 3 as enjoyable a game as possible to the core fans of the Resident Evil series.
- How versatile are these characters going to be? Can they run, jump and climb around their environment?
- The With Resi 3, there's a whole set of new ways of avoiding contact with the monsters you encounter. We've also thought about how you actually tackle the zombies. One example we're

technical aspect of the game's out of bounds. How are you handling the camera angles?

- Are you aiming for something more cinematic? In many ways, yes. Basically, what you'll be seeing in Resi 3 will be as close as possible to the
- style of camera work you see on the silver screen. What have you got planned for the cut scenes - huge FMV sequences in Technicolor?
- The FMVs in this game are really going to be something special. We are trying to concentrate on creating footage that impresses on the player the technical possibilities of FMV, as well as being extraordinarily cool and, of course, explaining the plot.
- What aspect of the game are you most proud of?

Resident Evil: Nemesis enhances the feeling that you're continually being hunted down and that there are creatures prowling around in the dark.

"The player can spin round 160 degrees at the drop of a hat... This is going to mean

you can attack a zombie ... or run away more quickly" - Shinji Mikami

working on at the moment is a rolling attack, which you'll be able to use to parry any enemy strikes. That's looking very cool indeed.

Are you going to revamp the inventory system?

We haven't really thought about that section at the moment.

> We'll probably have a look at it later on in the development though.

> How are you making sure that the graphics remain top-notch?

Fretty much the same way everyone else does. We've put together one of the best teams of graphic designers in the industry. The quality of the work they're doing at the moment really is quite phenomenal.

Any plans for a new engine? Now that's definitely something I can't comment on at this stage. The whole The Where do I start? Okay, here are the top five best things about the game in no particular order:

- 1. You'll have complete freedom of movement throughout.
- 2. Some of the actions you'll be able to do are very cool.
- 3. You'll be able to branch off into multiple
- storylines so the replay value is kept high.
 - 4. The FMVs are way COOL!
- 5. Zombies, zombies, zombies and more zombies.

Why should people choose Resi 3 over the competition?

There are a lot of spooky games around at the moment. But we can't stress this highly enough: Resi 3 isn't just about the chilling suspense and the mind-bending terror, although that's all there. It's very heavily focused on great gameplay. Which at the end of the day is what

Tell us something top secret about Resident Evil 3 that no-one else knows.

We're keeping it all under wraps until you get to see the game. (Ta for that... - Ed)



Shinji Mikami



Естрапц: Сарсот Job title: Producer Gaming history: Resident Evil (director) and Resident Evil 2

George Romero and our previous efforts in this genre. The Legend of Zelda on SNES.

a ton of stuff videogames since time beg Well, since Pong, anyway.

Games guru Stuart Clarke presents the 100 most influential videogames since time began.

Well, since *Pong*, anuway.

- Pac-Man (Arcade): The first real game hero a hungry yellow mouth.
- **Doom** (PC): It wasn't the first first person perspective action game, but it was the definitive one.
- Wipeout (PlayStation): Stylish graphic design, real bands on the soundtrack and an adult marketing campaign videogames move to a whole new level
- Space Invaders (Arcade): The classic arcade hit from the late 1970s that spawned hundreds of clones.
- Tomb Raider (PlayStation): Lara brought sex appeal – and female interest – to gaming.
- Dune 2 (PC): Real-time strategy is born and becomes one of the biggest game genres of the 1990s.
- Super Mario 64 (Nintendo 64):
 Nintendo's mascot was the
 first platform hero running around in a
 3D world.
- Pong (Arcade): Possibly the first computer game ever made (now that's influential!).
- Gran Turismo (PlayStation):
 Sony Japan's driving classic had plenty of attention to detail.
- Sonic (Megadrive): Sonic brought speed to platform gaming and made the Megadrive the console of the early Nineties.
- Tetris (Arcade): The Russianmade puzzle game made millions of players dream of falling blocks.
- Metal Gear Solid (PlayStation):

 Suddenly the term 'interactive sporting video game movie' didn't seem so nerdy after all...

 Road Rash
- Quake (PC): Quake brought Doom into 3D and started the Internet deathmatch craze.
- Wolfenstein 3D (PC): This was id Software's first person shooter before Doom.
- Command & Conquer (PC):
 Real-time strategy goes ballistic thanks to the multiplayer component.
- tic thanks to the multiplayer component

 Elite (Commodore 64): Freeflowing space adventure from
 the Eighties that still stands tall.

- Lethal Enforcers (Arcade): The first arcade gun game with realistic enemies.
- Time Crisis (Arcade):
 Revolutionised the arcade shooter with the 'duck' pedal.
- Grand Prix (PC): Geoff
 Crammond's meticulous masterpiece redefined 'attention to detail'.
- Zelda (Super Nintendo): Shigeru Miyamoto's classic series of RPGs.
- Final Fantasy (PlayStation):
 Squaresoft's equally classic answer to the Zelda series.
- Ultima (PC): This is the classic western (as opposed to Japanese) RPG series.
- PaRappa the Rapper
 (PlayStation): Almost singlehandedly created a music games genre.

 Kings Quest (PC): The biggest
- Kings Quest (PC): The biggest selling PC adventure game series ever.
- Leisure Suit Larry (PC): One of the first 'adult' titles (ie smutty jokes and scantily clad women).
- Prince of Persia (Apple II):
 Realistic character animation and cut-scene storyline makes this a highly influential platform action title.
- Grand Theft Auto (PC): Adult gaming at its criminally best.
 SimCity (PC): This was the first 'sim' game and launched a
- hundred imitators.

 FIFA Soccer (PlayStation): EA's soccer classic remains the best handling.
- Road Rash (Megadrive): Road Rash brought violence to racing (and real hard-rocking soundtracks in later versions).
- Lemmings (Amiga): Trying to save suicidal green-haired morons kept millions up late at night.
- Combat (Atari 2600): Addictive one-on-one action tanks with ricocheting bullets.
- Galaga (Arcade): It was Space Invaders but faster, and the two-player mode rocked.

- Moon Patrol (Arcade): One of the first side-scrolling
- **35** Half-Life (PC): Added a real storyline to first-person-perspective action.
- Tekken (PlayStation):
 Signalled the beat 'em up had entered a new era.
- **37 Zork** (Commodore 64): The fiendishly difficult adventure series (started out as text-only).
- Ultima Underworld (PC): An early mix of RPG and first-person-perspective action.
- Metroid (Super Nintendo):
 Nintendo's Samus was one of the few female game heroes before Lara.
- Theme Park (PC): Mixing simulation with action (of the roller-coaster variety).
- Streetfighter 2 (Arcade):
 This game has had more versions than any other. The definitive 2D fighting game.
- Mortal Kombat (Arcade):
 The game's violence and graphic quality pushed fighting games to a new level.
- Virtua Fighter (Arcade):
 Fighting games enter the third dimension.
- Pitfall (Atari 2600): Pitfall Harry was one of the first platform heroes.
- Arcade racing with unique handling.
- Wirtua Racing (Arcade): The first arcade racer into full 3D.

 Myst (PC): It is probably still the world's best-selling computer game.
- Marble Madness (Arcade):
 Influential graphical style and addictive gameplay.
- Donkey Kong (Arcade): DK has had many versions and become one of gaming's true icons.
- Asteroids (Arcade): The 'wrap around' screen was a first.

- Lode Runner (Commodore 64): Simple yet addictive platformer from the Eighties.
- Mario Kart (Super Nintendo):
 The definitive kart combat/
 racing game in successive versions.
- NBA Jam (Arcade): NBA Jam brought fantasy and fun to sports games ("He's on fire!!!").
- Castlevania (NES): Konami's classic zombie-slashing adventure has stood the test of time.
- Gauntlet (Arcade): Four-player dungeon action.
- 56 Abe's Oddysee (PlayStation):
 Innovative in so many ways.
 Choplifter (Arcade): An early
 Eighties chopper game where
- you had hostages to rescue.

 Final Fight (Arcade): The scrolling beat 'em up that inspired countless clones.
- Secret of Monkey Island (PC): Humour, adventure and fiendishly tough puzzles made Monkey Island an all-time classic.
- Breakout (Arcade): It's Pong for one player break through the wall.
- Wing Commander (PC): WC3 was one of the first games to feature extensive full-motion video in the quest for 'interactive movie' status.
- Carmageddon (PC): Mowing down pedestrians for points caused the expected controversy for this racing game.
- Resident Evil (PlayStation):
 Horror comes to video games.
 Phantasmagoria (PC): It was
 banned in Australia for slight
 sexual content, showing the inadequa-
- cies of our games classification system.

 Moonwalker (Megadrive):
 Michael Jackson, the first
- music star to appear in a videogame.

 Falcon 3.0 (PC): The definitive military flight sim. Falcon 4.0,
- Dark Forces (PC): First game to let you look up and down in a first-person perspective shooter.

has just taken its place.



Alone in the Dark (PC): The French action/adventure made an impact with its inventive camera angles and polygon graphics.

Californian Games
(Commodore 64): One of the first multiplayer, multi-event sports titles.

Impossible Mission
(Commodore 64): Based on
the TV series – brilliant early '8os action/
puzzler ("Stay awhile, stay FOREVER!").

- Out of this World (PC):
 Complex, mysterious plot and
- realistic character animation.

 John Madden Football (PC):
 Electronic Arts made American
 football popular worldwide.
- **73** Syndicate (PC): Violent cyberpunk strategy.

Double Dragon (Arcade): This fighting game was so popular it got a movie!

Afterburner (Arcade): The classic arcade,flight sim unrealistic but fun.

Aladdin (Super Nintendo):
The first video game that looked as good as a cartoon.

Starwing (Super Nintendo): The classic space shooter. Way of the Exploding Fist (Commodore 64): One of the first one-on-one fighting games -

Pinball Fantasies (Amiga):
Probably the best pinball sim. Nothing has ever been better than the real thing, though.

it's Aussie too!

R-Type (PlayStation): Seminal Japanese sidescrolling shooting fun.

Karateka (Apple II): Jordan (Prince of Persia) Mechner's first game - a fighting title with ground-breaking animation.

Ape Escape (PlayStation): Inventive use of the PlayStation's Dual Shock controller.

Samural Shouden.

(Arcade): A 2D fighting game with impressive 'zoom' effect. Way of the Warrior (3D0):

3DO game that tried to outgross Mortal Kombat. Influential as it was made by Naughty Dog (who went on to do Crash Bandicoot) and had an Australian character, Shaky Jake.

Night Trap (Megadrive):
Mega CD game that started all the classification fuss in Australia.

Desert Strike (Megadrive): Helicopter action in the desert, jungle, city and Soviet Union. Civilization (PC): Build up a civilization that passes the

test of time.

Railroad Tycoon (PC): Build a railway network that stands the test of time (and makes a lot of money).

Bomberman (Super Nintendo): Brilliant, explosive multiplayer fun.

Bust a Groove (PlayStation): A one-on-one dance-off? Who'd've thought ...?

Die Hard Trilogy (PlayStation): A quality mix of game styles showed that movie conversions didn't have to suck (compare with No 99 in this list.). Warcraft (PC): The fantasy

version of C&C brought humour and bright colours to realtime strategy.

Zaxxon (Arcade): An early Eighties shooter with an impressive isometric perspective.

Age of Empires (PC): Combining real-time strategy and real human history.

Goldeneye (Nintendo 64): James Bond saves the Nintendo 64 - albeit on a temporary

V-Rally 2 (PlayStation): The track editor in V-Rally 2 is one of the best ever and points the way forward for driving games.

Destruction Derby (PlayStation): Who cares about gameplay when you can smash cars spectacularly?

ET (Atari 2600): Possibly the first movie-based game - and one so bad it helped destroy the games industry in the mid-'8os.

Defender (Arcade): Protect the humans and kill the aliens - the story of 90 per cent of videogames.

Adventure (Atari 2600): The very firs action RPG.



She'd give Hercules a real licking.



Like a medieval Lara, only louder.



HENR GETS DIGITISED

THIS PRINCESS IS NO PROG-HISSER

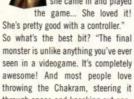
ith its potent mix of special effects, scantily clad heroines and leather-bodice-popping, sword-swinging action, it's hardly surprising that the Xena TV series has become something of a cult over the last couple of years. Roger Hector talked to PSM to explain how Universal Digital Arts intends to transfer this winning formula to the PlayStation.

moves and she goes up against all kinds of bad guys, monsters and bosses in dramatic fantasy worlds derived from the show," said Hector. "In addition to fighting, Xena must find magic objects and solve a number of puzzles before she can rescue her friend and destroy the evil forces." The game isn't based on one particular episode of the show, but scanned for a 3D computer model and

"Xena has over two dozen fighting uses the mythology of the series extensively. And yes, Xena's lovely sidekick Gabrielle makes an appearance. "She sometimes fights at Xena's side," said Hector, "but she is also grabbed by the bad guys and held captive in some nasty situations. Xena must find and rescue her."

Did Lucy Lawless contribute to the game at all? "Lucy had herself

she came in and played through space and knocking out enemies from a distance. That's fun!"



CRASH AND BU

NAUGHTY DOG PUTS UP A CRASH-BARRIER

Crash Team Racing will be its last PlayStation would only serve to tie our hands." game and its last title to feature the furry But Crash fans shouldn't despair, as PSM little chap. Naughty Dog has decided that it's has discovered that Eurocom, developer of done all it can with the PlayStation and is the sublime 40 Winks, has picked up the moving on to bigger and better things. licence to produce Crash Bandicoot 4. "Although we are not discussing titles beyond CTR at this time." President Jason Rubin said. "I can say that Naughty Dog is supporting PlayStation 2." Rubin says the Bandicoot's Christmas-bound kart racer Crash Team Racing is shaping up well. "I believe that Crash Team Racing will be Crash's best and most popular venture to date. Naughty Dog is extremely excited to be finishing up its PlayStation years with our favourite orange marsupial!" Although Rubin wouldn't even

give PSM a hint about the company's plans

for PlayStation 2, he said "Naughty Dog

Naughty Dog, the creator of one believes that the PlayStation 2 offers such a of the PlayStation's most popular leap in performance over the currentcharacters, Crash Bandicoot, has generation systems, that bringing along a announced that the forthcoming current-generation character and universe



Feeling like a Crash test dummy.

V-Rally 2 is the finest rally simulation money can buy. But money can't buy the exclusive V-Rally goodies we've got for a lucky reader. First up is a handsome navy blue polo shirt with 'V-Rally Championship 2' emblazoned on the heart. It's bound to increase your lap times, and just might make you more popular with the opposite sex. Next is a matching navy blue Peugeot Sport backpack, with red trim. The Ess CarGo Peugeot Rally team has been slip-sliding around Australia promoting V-Rally 2. Wear this backpack and you just might pass as one of the team. Finally, we have a pewter keyring from that talented bunch at Infogrames who brought us the game. It'd be perfect to use for the keys to your Peugeot 306, Subaru WRX or...um...Datsun 120Y. To win this trio of collector's items, tell us what fantasy track you'd like to construct using V-Rally 2's brilliant track editor. Perhaps racing along the Great Wall of China, or a circuit through Mal Colston's lower intestine? Send your answer to 'Gimme those Goodies, I Rally Want 'Em' care of the usual PSM address. Entries close Sept 30... But wait, there's re: as a special sweetener to the deal, five runners-up

will win a Street Fighter Alpha 3 ultra-cool lollypop, with its own carry case. Pop these suckers into your mouth and you'll look like a hip, '90's Kojak. Who loves ya, baby?



RICHIE YOUNG REALL! HATES BAD GAMES, OO.

HE REALLY DOES.

Bad games suck. People that make bad games suck 'cos they play us for fools, making us believe that what we're buying is actually entertainment. Entertainment? Ha! I don't think so. Some of the discs that have made it into my console are bloomin' terrible! They're just inane pieces of bad code that loosely resemble a videogame... Well, I for one will not pay for anything sub-standard. Why empty my wallet into a hungry cash register for the pain of playing a mundane game?

Every now and competitors make then. our ridiculous accusations that our 'official' tag means we give biased exposure: I am finally laying that rumour to rest, here and now. If a game is crap, we're not afraid to say so. PSM won't help perpetuate a marketing myth that a game is great, when we know it belongs in the trash can. It's not fair on anyone. We won't mislead our readers, and we won't make ourselves look foolish by rating a game highly, when we believe it's struggling to score a 4. That said, PSM will award a game a hefty 10 if it thoroughly deserves it. So there!

Bribery in the media has been in the spotlight of late, and it can rear its ugly head in all corners of iournalism. But PSM has never been 'induced' to be lenient on particular games and we can assure you we never will be, either. Okay, so we do get Killer Pythons and Chupa Chups and the odd game, but that's about as far as it goes! Our reviews are purely based on fun and quality, just as they should be. So everyone can sigh in relief and be rest assured that you can trust what you read in these pages. Regardless of the fact that we are not in traditional news journalism, we still have a clear responsibility to you all and we take it very seriously. There will always be crap games, just as there will always be brilliant games; our job is to separate them. Oh, one last thing, bad games suck!

.

Outta control R/C action!









...feels just like real radio controlled cars. I can't do anything but play this game!"- ignpc.com











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Namco G-Con 45 Lightgun

Not owning this piece of artillery for your PlayStation can only mean one thing: you're also missing out on some of the slickest itchy-trigger finger action around. Point Blank is pure firearm fun and Time Crisis is a classic killer thriller. As two of the best shoot 'em ups around they can't be enjoyed without their partner in crime, the trusty G-Con 45. And don't forget about Point Blank 2, reviewed in this very issue!

At \$59.95, this is a smart entertainment investment as you'll be able to stop emptying your hard-earned pennies straight into that bloody unfriendly machine at the arcade. The G-Con is an accurate pistol that allows you to play games that have coded targets on your TV screen. It is sure to fit right in with the rest of your PlayStation hardware.

Who knows? Your little grey box might even reward you with a satisfied moan once you've plugged in such a fine piece of killer hardware!



Myopic? Tired of mates with 20/20 vision hammering you at Point Blank? Well suffer no longer. Clip the DeadEye Crosshair on to the bridge of your specs and you simply can't miss. And not only that, affix it to a pair of huge aviator sunglasses and the authentic Eric Estrada look will be yours.







PSM took two of the best 3D platformers for a road test to see who would come out on top. Will those little apes end up dominating the world? The little purple dragon may

nave something to say about that				
Ape Escape	Game name	Spyro The Dragon		
\$69.95 or \$109.95 with a Dual Shock	Price	\$59.95		
Sony	Developed by	Insomniac		
An evil monkey has transported himself and a gang of apes back in time for world domination. Your job is to use some lateral thinking and tricky gadgetry to recapture them.	What's it all about then?	Guide Spyro through seven worlds that are 'chockers' full of baddies. Do your best to free your dragon mates while collect- ing back stolen treasure.		
Only in the sense that they're both damn good 3D platformers in	Are they not rather similar?	Spyro is a game about freeing captured dragons, while Ape		

Only in the sense that they're both lamn good 3D platformers in eir own right. So, um, no they're not similar.	Are they not rather similar?	s s f t v l l s t t r
0	Dlawara?	

Escape is all about capturing ough little onkeys.

Spike has all What are the tools of the

trade?

kinds of gadgetry at his disposal (all of which are used superbly with the right analog stick). He has a net, slingshot, hula-hoop and an excellent radio-controlled car. Cool

Spyro comes equipped with little wings on his back, which are perfect for gliding. He also fries plenty of foes with his fire breathing.

9/10 PSM score

Worth a

purchase?

Yes mate, you'd be bananas not to!

PSM would go with the apes, but the purple dragon won't disappoint.

8/10



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Prince Naseem Hamed, one of the most Flamboyant boxers ever to hit the ring, is about to star in his own title courtesy of Codemasters, the game gurus that immortalised Shane Warne last uear.

he WBO Featherweight Champion of the World has been involved in the development of Prince Naseem Boxing since the early stages.

And as the 24-year old MBE recipient is undefeated (32 fights, 32 wins and 29 knockouts), he isn't too happy about being able to be beaten on the PlayStation by a puny 12-year-old.

Naz trains six hours a day, seven days a week, every day of the year. He's fast become a boxing legend and is already one of the highest-earning sports people in the world.

The Prince likes to be known as much as an entertainer as a sportsman. He is a showman: the music, the dancing, his leopard-print shorts and his famous flip into the ring made him instantly stand out from the host of boxing thugs that usually grace the ring. Noel Gallagher of Oasis said: " If Prince Naseem was a musician, I'd want him to be in Oasis, and if I was a boxer, I'd want to be Prince Naseem...

In Prince Naseem Boxing, players control Naz and 15 other world-class boxers. Prince Naseem's character is modelled from 800 polygons and every move has

as watching me fight. There are lots of great moves and special punches.

PSM: Is there more to Prince Naseem Boxing than just belting the button?

Absolutely. Each boxer has a special punch - you have to think like a boxer.

PSM: What do you think is the best feature of the game? N: There is not one feature, it is the whole package - the detail, the speed and the realism.

PSM: Any tips you can give new players?

It is not about throwing punches all over the place. Go for accuracy, focus, and surprise your opponent with different combinations.

PSM: Do you own a PlayStation? If so, what games do you like?

Yes. I like driving and soccer games.

would like the pause and reset options.

PSM: What would you do if you were given the chance to make real-life boxing more like a PlayStation game? N: For me, nothing. My opponents, on the other hand,

PSM: You're undefeated in the ring. What do you think of PlayStation owners being able to punch your

















been hand-animated to reproduce his dynamic boxing style and his showmanship. Codemasters is working hard to ensure the game is much more realistic than EA's Knockout Kings.

PSM spoke to Naz just as Codemasters was putting the finishing touches on the game.

Official PlayStation Magazine: What has been your involvement with the PlayStation game?

I have seen my game in its various stages of development so that I could have input and ensure realism. That's what I'm really interested in: providing creative input for the game. When I play it, I want to feel: "That's me"

PSM: What do you think of the game?

I love playing it and can't wait for it to come out. I always wanted to have a boxing game of myself on PlayStation and I wanted to be involved with Codemasters - we picked the best to create a wicked game. PSM: And the graphical depiction of you?

Really good; I like it. I like the style. Codemasters is trying to get my exact style in the game. It's great to see a computer game of yourself, doing what you do best. They've done a great job, a very, very good job - and it's not all finished yet!

PSM: How realistic are the moves?

One thing I stressed from the beginning is that playing Prince Naseem Boxing had to be as exciting

N: I should try and rig it so I never lose.

PSM: Do you think PlayStation can help sharpen your skills in the ring?

le Yes, in fact I am going to go a few rounds with my trainer.

PSM: Have you ever been to Australia?

N: No, but I would love to go.

M: What do you think of the standard of Australian boxing?

N: Pretty good. Your world champions have made their mark.

PSM: There's a fine line between confidence and arrogance. On which side do you fall? N: Just on the fine line.

M: That headspring you do when you enter the ring, has it ever gone embarrassingly wrong?

🖫 No, never. I have been doing it since I started 🤻 boxing, when I was seven.

PSM: Do you think your flamboyant style is responsible for an increase in boxing's popularity?

Not solely responsible, but I believe that I have definitely brought new fans to the sport.

PSM: When's your next fight?

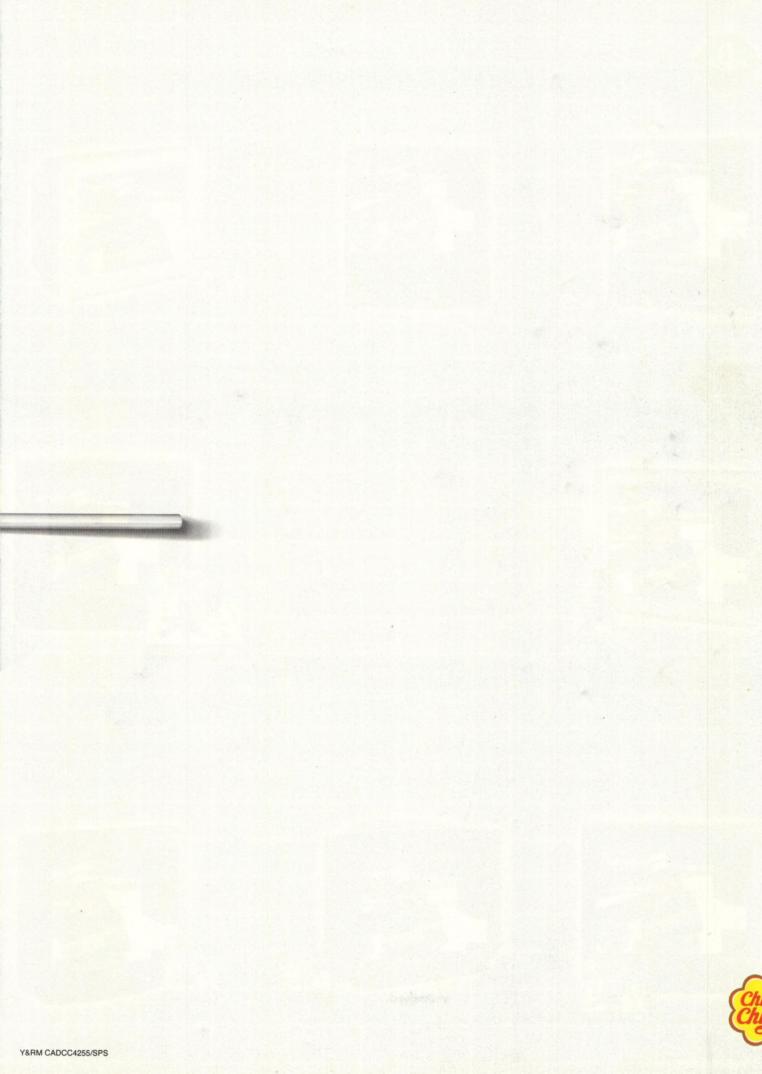
October in America.

PSM: [Should be a knockout...]

Prince Naseem Boxing is due for release in October.











.tayatation







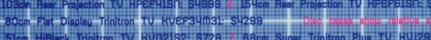




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Paul used to be unpopular with his mates...not any more!

WE HAVE A WINNER. AND HIS STAPLE DIET IS SPORT...



t's official. Paul Stapleton is Australia's Best even a seasoned gamer with years of button-bashing PlayStation Gamer. He's now sitting pretty in a sea of prizes

But modest Paul thought that "the whole thing was a gag, and his mates were having him on", when PSM contacted him to break the great news.

Paul's an avid PSM reader, but, believe it or not, he doesn't spend all day on his PlayStation. In fact, he's not behind him. Paul is a 26-year-old Sydneysider who bought his first console, a PlayStation, just three years ago. His console doesn't even get a huge workout, as Paul only gets the chance to play at weekends!

Most of Paul's 13 games are sports-based, and he'd like to see an accurate simulation of the Bathurst 1000 V8 race to add to his collection. He's alsd a big fan of adventure games and has just completed Syphon Filter. Paul's entry had scores from Formula 1. Everybody's Golf, International Track and Field, Shane Warne's Cricket, and Porsche Challenge. Paul's scores on every game were higher than any other entrants and amazed the PSM judging panel.

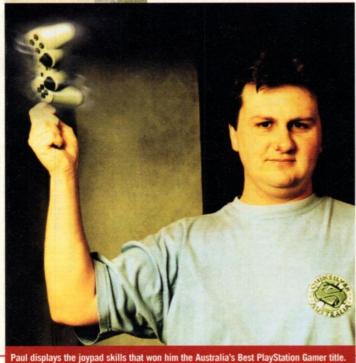
Paul claims he was quietly confident when he entered. "I knew my scores were nearly unbeatable and they'd be hard to beat for anybody," he said. "Especially Track and Field - my mates and I used to bet money against each other in my lounge room to beat everyone else's times!" His approach to gaming is simple. Paul chooses not to use cheat codes unless his progress has been stuck for days on end, "They can ruin games. Why pay for a game and finish it quickly by using cheats? It defeats the whole purpose. The best thing to do is keep at it. It's much more satisfying. Just think 'there's nothing wrong with the game and if I keep at it, then I'll eventually find something..."

What's the worst thing about being such a brilliant gamer? "My mates stopped coming around to play the Sony ages ago, because they could never win!" At least he now entice them back with his new 104cm monster Sony television and a raft of PlayStation

goodies and junk food, courtesy of Sony and PSM. We have also awarded five runner-up prizes. Turn to page 113 for more details.

BYTES

Trade mag MCV has quoted a Sony rep saying PocketStation will definitely not be released outside Japan, Sony Computer Entertainment Australia says Sony is still having trouble meeting demand, but there is no official word on whether it will be released here. Gran Turismo 2 will be out in Japan on September 30. It is logCon compatible, there are weather changes as you race, and a huge range of tracks from around the world. Seven million copies of Gran Turismo have been sold worldwide One of the most-loved games on Amiga over a decade ago is being revived on PlayStation. Speedball 2100 is being developed by The Bitmap Brothers for Empire Interactive and promises to be an actionpacked, futuristic sports sim. THQ has picked up rights to those early '90s kids favourites, the Mighty Morphin Power Rangers. Expect to be power ranging on PlayStation in mid-2000. Sony's tough new stand on piracy is working, with investigators uncovering pirated games across Australia Remember, PlayStation game discs should be black in colour. If you suspect you have bought a pirated game, please contact Sony.



That funky bad-ass Driver is currently the hottest game on PlayStation, and those far-out dudes at GT Interactive have given us five freaked-out *Driver* packs to give away to lucky *PSM* readers. The packs include your very own copy of Driver (9/10, PSM22) plus a Driver T-shirt bearing the Driver logo and the slogan 'The Adrenaline Rush of an Era'. The game is a totally new concept in driving games, giving you the chance to take the ride of your life on the streets of New York, Miami, San Francisco and Los Angeles. It's gorgeous to look at and satisfying to play. To win, just tell us a famous landmark from one of the cities in Driver that you're likely to see when cruising the streets. And no, the Opera House or the Grollo Tower aren't featured... Write your answer on the back of an envelope along with your name and address, and

ucklesome will win

Australian PlayStation Magazine, PO Box 4089 Sydney NSW 1028. Entries close Septer 30 and the most

Baby you can drive my car, for nicks!



Go For Gold in Sydney 2000

FOR ARMCHAIR

Missed out on tickets to the Sydney Olympic Games? Never mind, you'll be able to recreate all the excitement of the 2000 Games on the PlayStation.

OLYMPIANS

Eidos has signed a six-year agreement to publish games based on the Sydney 2000 Olympics, the 2004 Olympics in Athens and the beleaguered 2002 Salt Lake City Winter Games. Expect the usual events including running, swimming and bribery. The Sydney 2000 game is being developed for the PlayStation by English codeshop Attention to Detail. Let's hope it's even better than Konami's fabulous button-basher, International Track and Field. "We are absolutely

delighted to be publishing games based on what is undoubtedly the biggest event in the world-wide sports calendar," said Eidos' Mike McGarvey. "The Millennium Games will be something special, with the

eyes of the whole world focused on Sydney. We will be publishing a top-quality game that will let people the world over feel they are able to participate in the excitement."



Steroid abuse is optional.





to use your agents

tactically. This makes for

some great, if at times

morally questionable

challenges.

and the game lets you

manage your team of

of fuss.

agents with a minimum

missions, it is unlikely

stylish combat game. A

fun journey nonetheles

you will revisit this

bleak, but the Blade

Runner-inspired world

looks cool. However, the

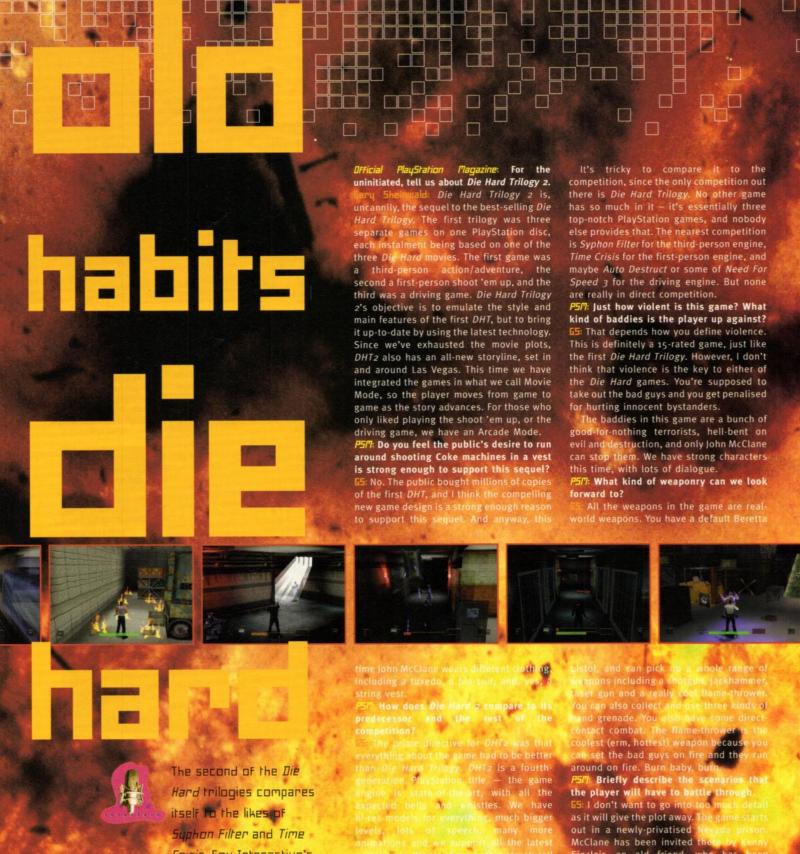
game suffers a bit if you

are too far away

from the screen.

for this cyber espionage

oriented battle strategy

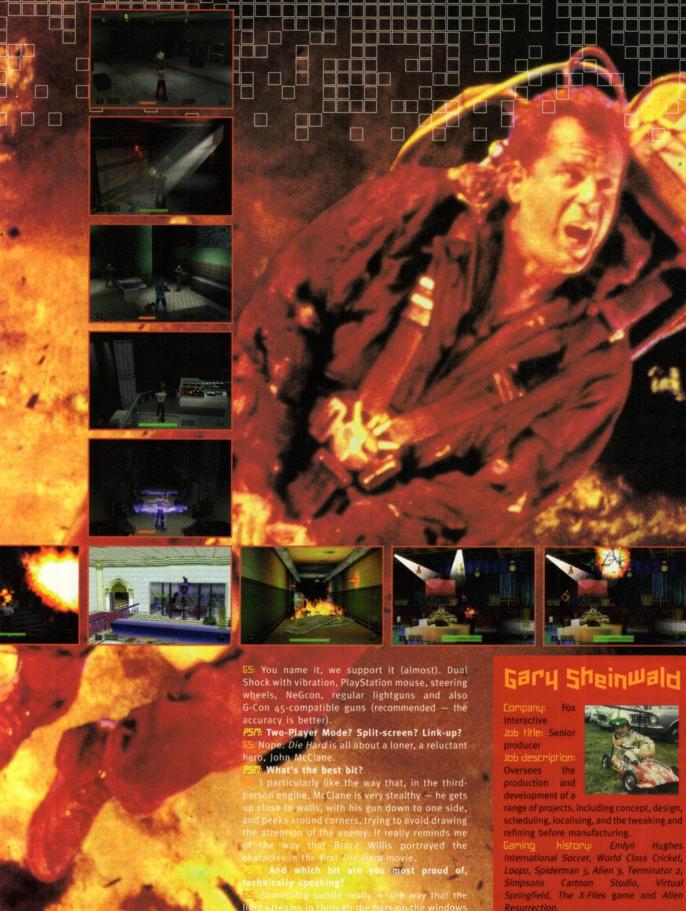


The second of the Die Hard trilogies compares itself to the likes of Syphon Filter and Time Crisis. Fox Interactive's Gary Sheinwald Tells PSM why they're practically giving away three games for the price of one — again.

everything about the game had to be better than Die Hard Trilogy. DHT2 is a fourth-generation PlayStation title — the game engine is state-of the art, with all the expected bells and whistles. We have hi-res models for everything, much bigger levels, lots of speech, many more animations and we support all the latest peripherals. We also have a more structured game, with proper end-of-level bosses (the first DHT just had regular enemies) and cool enemy Al. For instance, all the enemies patrol paths in the levels, looking around them to see if they see McClane. They'll also listen as well, so if you're on the other side of a wall and make a noise, they'll come in to investigate. There is much more of a stealth element than in the first game. Even the driving game has chase sections, as well as the traditional get to the bomb missions.

GS: I don't want to go into too much detail as it will give the plot away. The game starts out in a newly-privatised Nevada prison. McClane has been invited there by Kenny Sinclair, an old friend, who has been appointed governor. It's one of those blacktie prison inauguration parties. Terrorists take over the prison and a riot ensues. McClane basically has to get out alive and chase after the escaping enemies through the desert canyons. He then enters into a shoot-out in the desert. Other sections include driving around the streets of Vegas and the Hoover Dam, and battles inside a casino and a secret military base.

PSM: What sort of activity are we looking at on the peripheral front?

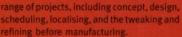


What games have the Die Hard team worked

N-Space developed Duke Nukem: Time To Kill, and the forthcoming Danger Girl.

Tell us a secret you've never told anyone.

S: Can't. I'd never be allowed to do this kind of hing again...



Gaming history: Emlyn Hughes International Soccer, World Class Cricket, Loopz, Spiderman 3, Alien 3, Terminator 2, Simpsons Cartoon Studio, Virtual Springfield, The X-Files game and Alien Resurrection.

Influences on this game: The main aim is to thrash the competition, including the first Die Hard Trilogy. I suppose other competitors are Syphon Filter, Time Crisis, and Auto Destruct, but none have the variety or multiple engines of Die Hard.

The September 1999 issue



PLANET

global domination

UK They're awfully nice chaps you know...

Come Christmas the UK (and Australia) is going to be awash with nascent Fatboy Slims: England's favourite game shop, Codemasters, is hard at work on *Music 2000*.

Voted best music game ever in last issue's *PSM*, the success of *Music* shows how far the PlayStation market has spread into pop culture. Bought by would-be DJs who didn't want to shell out for a state-of-the-art PC, this PlayStation 'game' allowed them to become a cutting-edge DJ.

Codemasters has very sensibly built a brand-new version, this time endorsed by venerable disc-spinner Judge Jules. Gavin Morgan, MD at developer Jester Interactive, told *PSM that "Music 2000* is now even simpler to use" despite its increased potential.

More big-name musical types are currently getting on the good foot, details of which are soon to be released.

Extended facilities for *Music 2000* include a sampling microphone peripheral and a greater selection of styles to play with, including good old-fashioned pub rock and clanky indie. You'll still need a little talent to get good tunes, but it promises to reveal the complexities of remixing. For power users there's 24-track generation and MIDI compatibility. Most exciting of all is a Music Jam feature, where four pals can improvise over the top of each other in real-time.





EA

SCEE

United States All-format top 10 1 (1) Lunar: Silver Star Story Working Designs

THE PERSON NAMED IN	
1 (1) Lunar: Silver Star Story Workin	g Designs
2 (2) Final Fantasy VIII	Sony
3 (3) Metal Gear Solid	Konami
4 (4) Gran Turismo	Sony
5 (5) WWF Warzone	Acclaim
6 (6) Syphon Filter	Acclaim
7 (8) Tekken 3	Namco
8 (NE) Star Ocean: Second Story	Sony
9 (9) Need For Speed: High Stakes	EA
10 (NE) Resident Evil 2	Capcom

US From the land of opportunity comes...

America's favourite software behemoth, GT Interactive, is bringing shoot 'em up *Unreal* to Sony's box.

The game has a fabulous introduction. You're in your bunk on a prison spacecraft when the ship crashes on a bizarre planet. The crew and other prisoners are dead or dying and you have the chance to escape. *Unreal* was a big PC hit after its release in May 1998, and is a first-person blasterama of rare beauty. The PC version (pictured) gets under way in a leisurely fashion, letting you prance about in a monsterless enclave, getting used to the controls, finding your first weapon and locating armour.



9 (5) FIFA '99

10 (9) A Bug's Life

But things quickly turn ugly. As in *Quake*, you see your weapon of choice in front of you and the surrounding environment crammed with Kraals, Mercenarys, Skaarjs, Titans and other gruesome beasts. Fortunately you have the most comprehensive armoury ever to bless your PlayStation. Weapons include the Flak Cannon, the Razor Jack, the Automag and the devastating Eightball Launcher.

Creature AI deserves a mention. If in danger, these mothers don't hang about. Knock down their energy and they'll bugger off to recuperate – and return. As yet, details of the PlayStation version are virtually non-existent, though the game may feature a multiplayer mode. Will it out-gun *Quake II*?

JAPAN The land of the rising games...



Air guitarists beware: your virtual talent could be put to the test when Konami decides to ship the latest in the *Beat Mania* series, *Guitar Freaks*, to Australia. *Guitar Freaks* is currently one of the hottest arcade and PlayStation games in Japan.

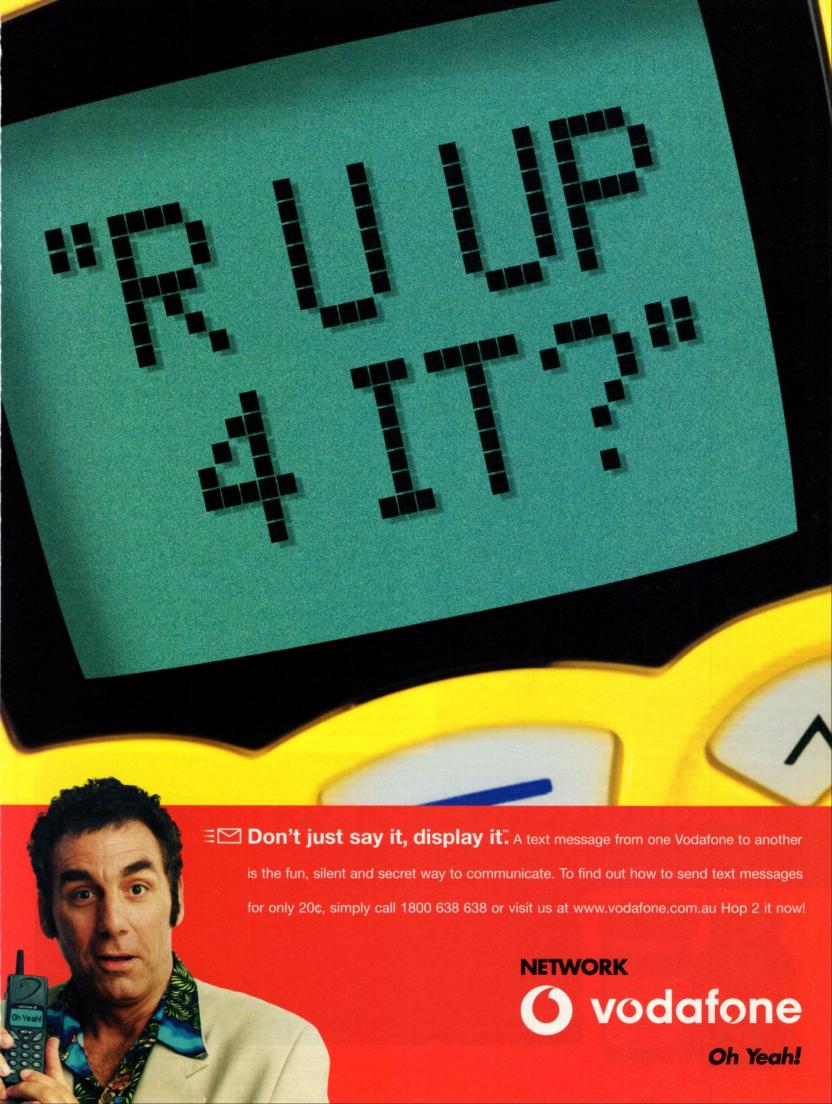
Using the same gameplay system as Beat Mania, the radical thing about Guitar Freaks is that it comes with a guitar-shaped controller for those wishing to pluck themselves stupid in their own homes. In Practice Mode the game will teach you how to play, presenting you with a series of lessons. Once you progress

from normal to expert, you'll be expected to perform six pieces of music by tweaking the controller in time to the on-screen prompts. You can even rope in your mates in a sort of battle of the solos as you compete to see which of you is Hendrix on toast and which another victim of the Clapton factor.

Beat Mania is huge in Japan, but how will it fare over here? PSM will keep you advised. Meanwhile, Konami has announced that it is producing a special PAL version of Beat Mania, with top UK dance acts replacing the dodgy oriental techno. The game will come in a plush boxed set complete with the funky turntable controller that helped make the game such a big hit in Japan.



	TO STATE OF THE PERSON NAMED IN	
1 (NE) Dance Dance Revolution		Konami
2 (NE) Simple 1500 Series Vol	10	Culture
3 (NE) Culdcept X Version	Media	Factory
4 (NE) World Stadium 3		Namco
5 (NE) Simple 1500 Series Vol	1	Culture
6 (NE) Omega Boost		SCEI
7 (NE) Bust a Move 2		Enix
8 (NE) Minna No Golf: The Best		SCEI
9 (1) Saga Frontier 2		Sqaure
10 (NE) Super Robot Taisen F	Ba	npresto





STRESSED

'You'll feel better on Swisse!'

From studies and exams?

Swisse Student HD may be your answer



Have you ever wondered why it seems so much easier for your classmates to study - while you're always finding it a challenge to get your mind around the last class? One of the reasons is your ability to cope with stress. That's where Swisse Student HD assists in providing help, to deal with today's demanding and competitive environment and land you on top by providing stress relief.

Some stress is good

A certain amount of stress is a normal part of our lives, and some people even thrive on it. However, prolonged stress and anxiety is not good for us since they could lead to excessive or unwarranted worrying, difficulty concentrating and tension. So it's about keeping stress under control. The body's ability to react and adapt to stress is most crucial during the first two stages. Swisse Student HD contains a balance of important vitamins, minerals and herbs, helps the body perform in peak condition and provide relief of stress.

How about a balanced diet and exercise?

Proper nutritional support has been cited as a key factor in improving stress adaptation and helping perform in peak condition, however it may not be the complete answer. It has been shown that stress can deplete some nutrients from the body. Student HD can help replace these nutrients. Besides, how many of us are always on a balanced diet?

And there's nothing that replaces the benefits of there's nothing that replaces the benefits of exercise. Don't just do it for stress relief, but for your whole body.

Some stress is good; it's how you manage it.

Swisse Student HD can help you relieve stress and assist you with stamina and peak performance during study, exams or even when you're facing relationship challenges. It's not addictive, based on natural ingredients in easy to swallow two piece hard shell capsules. Vitamins can only be of assistance if the dietary vitamin intake is inadequate. For full ingredients, see the label. If you have any questions please call Swisse Healthline on

Freecall 1800 670 680.

In some cases you'll notice the difference in increased stamina and performance fairly quickly. The Swisse brand is available at health stores and pharmacies throughout Australia.

How popular is it? It is used by the Hawthorn Football Club. That's more proof that 'You'll feel better on Swisse!'

Available at Pharmacies and Health Food Stores every where.

Beat tiredness & stress

W.TT

If you're tired or stressed, you may be deficient...

- nutritionally speaking. You see it goes like this. Our body requires a balance of all the important vitamins, minerals and anti-oxidants to function properly. The demanding lifestyle that we lead as worka-

holics and hedonists including late nights, grog and more grog, processed foods etc. etc. takes its toll on the body. This either depletes vital vitamins and minerals or increases the body's needs for more. If ignored, nutritional deficiencies can cause tiredness, stress and more major illness. All these vitamins and minerals work together, so it's best that they are taken that way. Swisse to the rescue! Swisse Men's Ultivite (Australian of course - they've all got a Women's formula) is one pill the Aussie male loves to pop. A one-a-day tablet contains 48 vitamins, minerals and anti-oxidants that increase stamina and relieve the symptoms of tiredness and stress to help you perform in peak condition. It costs more than your average product because it doubles the potencies and number of ingredients of your average brand. You'll notice the difference within the first few days. Available at Health Stores and Pharmacies.

www.swisse.com.au





Fresh from starring in her very own game, tennis sensation Anna Kournikova is this month's *PSM* game girl.

LOVE MATCH

Name: Anna Kournikova

Age: 18

Occupation: Professional Tennis Player

Born: Moscow, Russia

Now Resides: Florida, USA

Height: 170cm Hair: Blonde Eyes: Blue Weight: 55kg WTA Ranking: 13 Sponsors: Yonex, Adidas

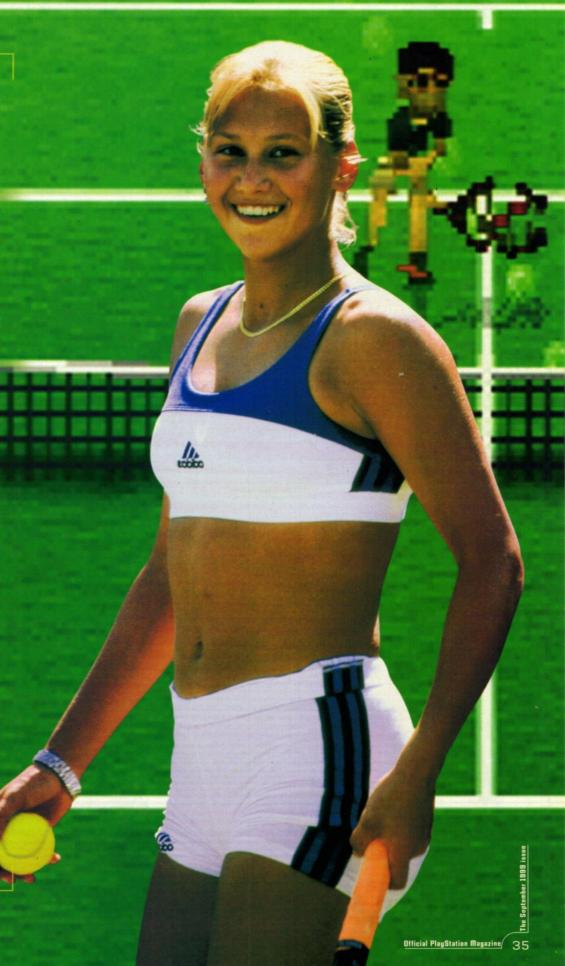
Tennis Biography: Anna has been hitting balls around since the age of five when she joined a weekly children's sports program with friends in Moscow. Early in 1992 she moved to the Bollettieri Tennis Academy in Florida to train. She had a very successful Junior career — in 1995 she was ranked No. 1 as the ITF Junior World Champion. She turned Pro in October 1995 and won her first Professional title in 1996 at Michigan, USA. Some of her best results have been making the semi-finals at Wimbledon and winning the 1998 Australian Open Women's Doubles with Martina Hingis.

Hobbies: Reading, TV, music and PlayStation. Well, we guessed the last bit, but surely Namco gave her a PlayStation and a copy of *Tekken* as well as several million dollars to appear in *Smash Court Tennis*.

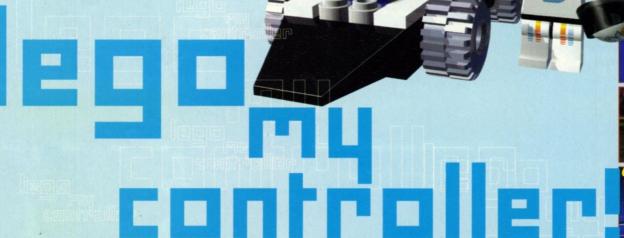
So, how much involvement in the game's development did she actually have? Namco game designer James Lisle said Anna approved all of the characters. "We also looked at her playing style, her strengths and weaknesses in tennis, and tried to represent those with the game character."

But the character in the game doesn't really look like her, does it? Er, no, not really. But she has got a ponytail. Besides, there are plenty of photos and full-motion video clips for the lads to ogle at.

The future? Our crystal ball is a little cloudy. It's either a world number one ranking, or a sleazy photo spread in Playboy when Anna burns out from starting tennis too young. Oh, there is one thing we can see clearly: a guernsey on the cover of Smash Court 3.









PSM: For the uninitiated, tell us all about Lego Racers

The For the first time, car fanatics from the age of six upwards can race their own custom-designed Lego cars and mini-figures against famous Lego characters - including Rocket Racer, the all-time Lego racing world champion.

Lego Racers is a real-time racing game with thrilling multiple-view perspectives. After creating a driver and car in the Lego garage, or selecting an existing design, children (and adults) 'push pedal to metal' and race against up to five challengers around a choice of 12 tracks, based on four of popular themes - Pirates, Castles, Space and Adventurers.

PSM: You generally cater for the younger market. How do you plan to broaden the game's appeal? The It's true that Lego products are traditionally for children aged 2-16, but we believe that Lego Racers has the depth of gameplay necessary to appeal to big kids too. Let's face it. Lego was cool. Lego is cool. Lego will remain cool. If racing around cool tracks, with a fixed grin on your face, in a car you built yourself, while shouting at your mate to get out of the way, is childish, then so be it.

PSM: How do you think Lego Racers compares to the competition?

Th: Technically, Lego Racers meets or exceeds the

TE: While it is true that the vehicles in Lego Racers can be upgraded with power-ups that shoot projectiles at other vehicles, the effect of those weapons is handled in a very humorous and abstract fashion. A vehicle zapped with lightning will bounce off the track, while those struck with a cannonball will spin round frantically before they resume racing. PSM: Lego products seem to stand the test of time. Do you think your games will too?

TE: Lego Racers features four themes, 12 tracks (that reverse later in the game), 14 characters and





practically an infinite number of driver and car with shortcuts and interactive elements like pirate

PSI: Any remarkable new gameplay elements?

TE: We think that Lego Racers is the most customisable racing game on the market. You can build your driver and car from Lego bricks, and the design you choose affects the way the car performs.

combinations. All the tracks have been designed ships that fire cannonballs at the players.

"....fanatics from six upwards can race their own custom-designed Lego cars and mini-figures against famous Lego characters..."

build quality and testing of any other racing game on the market. We build our Lego world out of polygons for a great visual effect and use AI to direct where the competitors' cars drive. Lego Racers is... not a sensible simulation of real driving - it's pure fantasy. If you liked Lego bricks as a child then you'll love Lego Racers, whether or not you're usually a fan of racing games. P5M: In the game you can build your own

car. Can you run out of one-ers and two-ers? TE: Ah...you mean one-stud and two-stud bricks? There's no chance of running out. We have set a volume limit though, so no 300ft-wide or 200ft-tall Lego cars. Sorry.

PSM: Any big smashes? Is your driver likely to literally lose his head?

PSM: Two-Player Mode? Split-screen?

TE: Yes and yes.

P5M: Which bit are you most proud of, technically speaking?

TE: Maintaining the Lego 'look and feel' was obviously a key priority. We settled on a backdrop that most suited the Lego cars, mixing physical Lego bricks with the imaginary universe that kids create around their play materials. Also, the game has been designed to cope with all the millions of possible designs players can come up with while ensuring a fabulous frame rate.

Tell us a secret that you've never told anyone

TE: As a student I had a job cleaning toilets at Gatwick Airport.













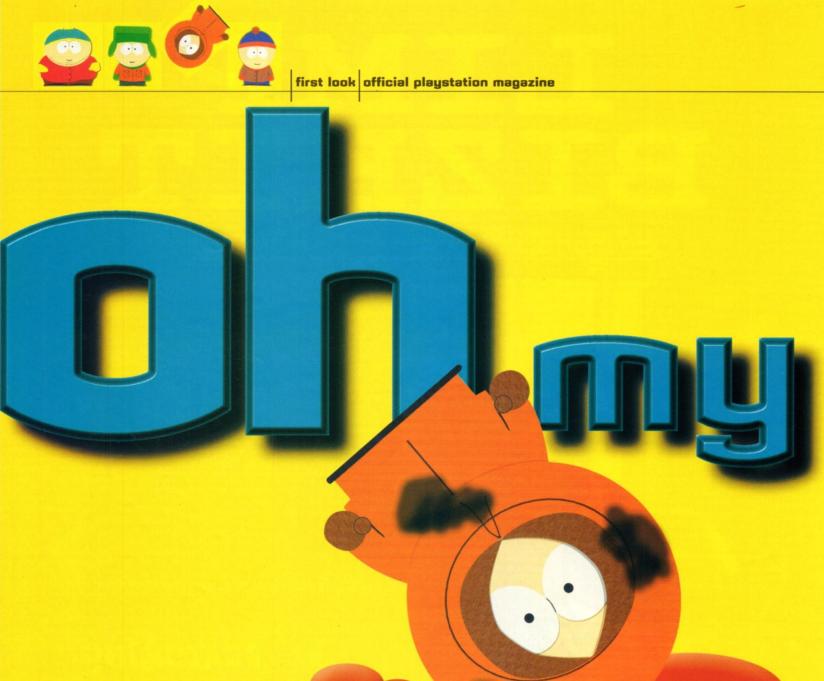


LIMP BIZKIT

significant other



ut now



OWEF Kennyl

SSI RRRT Jaquesidae au I

South Park has been a sweet success thanks to mindless violence, toilet humour, and a memmoth merchandising onslaught where you can even, God damn it, buy toilet roll covers. Now it's heading for the PlayStation with not just one but three games. Den Mayers talked to the bods behind the scene to find out what's driving the upcoming South Park trio - other than cheesy poofs...

enny's dead. Not from a plague of rats or being landed on by aliens, or even being cursed by Satan. He's dead because not even the most waterproof of anoraks could save him from drowning – in a sea of merchandising...

South Park used to be the coolest cartoon: quotes were quoted, videos were swapped and clips were downloaded from a zillion Net sites and played relentlessly. It was a genuine cult.

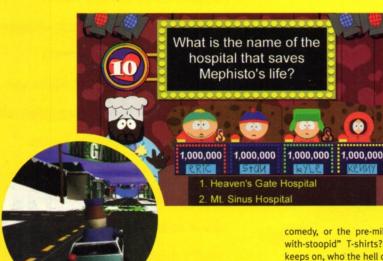
Now? Now it has gone from underground to overground. Where it was once a cult, now lies a bloated cash cow that has been reduced to shop windows crammed with key rings, stickers, cuddly toys, coffee mugs, toilet roll covers, baseball caps, T-shirts and anything else

you can stick the legendary, "Oh my God, they killed Kenny!" on. Harsh? Quite possibly. The Net is still plagued with countless Cartman sites and kids still scream "BITCH!" at other kids but it's more than accurate to say that South Park is trundling merrily on its way past its sell-by date, overtaking The Simpsons and all other merchandise-cursed shows. And PSM? PSM currently straddles the fence of contemporary comedy. On the one hand, some staffers think it's a bit of a giggle – harmless fun in an inane kind of way. On the other hand, some of us figure if you want to hear kids swear you've only got to wander down the streets of any suburb on a Saturday afternoon. So what is it? Cuting-edge











comedy, or the pre-millennial version of "I'mwith-stoopid" T-shirts? If this merchandising keeps on, who the hell cares ...?

Back in PlayStation land, Acclaim is due to release a trilogy of games based on South Park -South Park, Chef's Luv Shack and South Park Rally. So, ace new games worth your dosh or just another bit of merchandise to add to the pile? PSM spoke to the folk at Acclaim to find out.

PSM: You get to shoot things then... So what other games have influenced this one? Doom? Quake? DS: Hide-and-seek, kick-the-can and, um, kick-

PSM: Hmmm, And based on these wide-ranging influences, what type of weapons are we going to be permitted the use of?

DS: There's the fart doll, the live sniper chicken... Doug Yellin (producer): And the cow launcher.

"South Park the game is the story of a seriously apocalyptic time on Earth ... all kinds of really strange things happen"

In the beginning...

Trey Parker and Matt Stone became acquainted over a hot slice of beef at the University of Boulder, Colorado. They soon fell into filmmaking - Parker a music student and Stone having recently graduated in film. While their peers mimicked Scorcese, the duo decided to create the Python-esque Cannibal: The Musical. And so the seeds were sown..

Post graduation, Parker and Stone relocated to Hollywood, touting various ideas, one of which was a certain cartoon. What happened next is legendary stuff.

A Fox executive named Brian Graden had seen some of their work and asked them to create an animated Christmas message to send to all his Hollywood pals. Stone and Parker duly delivered an animated short film by the name of The Spirit of Christmas, in which Jesus and Santa scrap like a pair of rutting stags.

in the spirit of the festive season, the notorious cartoon was a hit and ended up on a million internet servers. It was subsequently picked up by the Comedy Channel for a series and the rest is...



Official PlayStation Magazine: Who came up with the idea for a trilogy of South Park games? Acclaim, Comedy Central or Parker and Stone themselves?

Darrin Stubblington (executive vice president): Well, it was very much a collaborative project between great-thinking minds. Which sounds very cheesy poof-like, but was fairly beneficial to the projects. The Comedy Central guys and Matt and Trey had some great ideas...

What do you make of the media onslaught South Park has generated?

DS: Right now? I'm feeling pretty good about it. Cartman brings a special stink of fresh air to the world, which must be a good thing.

PSM: But how much influence have Trev Parker and Matt Stone actually had on the games?

DS: They've had a huge input right through the process. In fact the level of interest they've had in all three projects is unprecedented. It's really quite refreshing... And it also means these games come to you with their official seal of approval.

Okay, tell us about the games then. Where do you want to start?

DS: Hmmm... How about the shoot 'em up?

South Park

PSM: Fire away.

DS: South Park the game is the story of a seriously apocalyptic time on Earth. When this great big comet is headed towards South Park, Colorado... And then all kinds of really strange things happen. PSM: Strange things?

DS: Like Cartman's mum is kidnapped by aliens. Like turkeys run wild in the streets.

PSM: And this all means?

DS: It means you get to use a fart doll, and a cow launcher and other really cool weapons to stop the madness.

DS: Oh, and don't forget the snowballs. DY: Snowballs covered in wee as well!

Guess we can assume the entire cast gets involved with saving the dysfunctional town?

DS: Yeah, of course. Kyle, Stan, Cartman, Kenny, Wendy, Mephisto, Big Gay Al, Mr Garrison, Mr Hat, Terrance and Philip, and many more, all make an appearance. I can also tell you that Mr Hankey The Christmas Poo makes an appearance and you get to use him in a special way. He likes to spread his special seasonal message in the snow...

PSM: Charming, Elsewhere, inane destruction and death are an intrinsic part of the show. So how many different ways can we devise to crush Kenny? DY: You bastard! Why would you want to do that?! What do think people are going to find most entertaining in the game?

DS: Hope this doesn't sound strange but the





















being on the receiving end of a successfully aimed cow launcher.

M: That doesn't sound so strange.

DS: It is when your head ends up a cow's arse. PSM: So is there anything else neat about the Jules Watsham (producer): Up to four players can partake in the fun, playing as Eric, Kyle, Stan or Kenny. Initially everyone gets thrown into a trivia round. Chef asks a bunch of silly questions that relate to either specific South Park trivia or South

that everyone plays simultaneously at the end of each round. The player with the most points at the end of the show is the winner. I suppose the only way of completing the game is to play all of the mini-games and beat them, and answer all of

"Chef's Luv Shack is going to have a few games that are very reminiscent of particular arcade classics"

game that sets it apart from other shoot 'em ups? DY: Kick-the-baby in multiplayer is unique. SM: It's also a 3D multiplayer shooting game with kids, talking poo, turkeys, babies and lots of cows. In our opinion, that makes it pretty damn unique. DY: It's pretty unique I think. Great multiplayer, arse-kickin' wholesome fun!

Park-related subjects, such as a famous actor that's starred on the show.

: So a bunch of questions about ER then?

DS: At the end of each trivia round, all the players are thrown into a gameplay round where they get to battle for the most points. This is where some classically cool mini-games come into play. On top of that, you'll also find some special surprises such as the Pressure Round - starring the infamous anal probe - and the Wheel Of Fortuitousness.

PSM: How does the game actually work?

JW: Easy! You choose how many rounds you want to play - two or four or eight etc - and each round consists of four trivia questions and a mini-game the trivia questions correctly. There'll be around 1000 questions.

PSM: Mini-games? Does this lead us towards recent rumours of a retro nature? DS: Well... Yes, in a sense. Chef's Luv Shack is going to have a few games that are very reminiscent of particular arcade classics. In Asses In Space, you take on the roles of Terrance and Philip and blast ass-teroids, resulting in jolly fartnoise malarkey!

PSM: And that's based on?

DS: Erm, Asteroids I guess. Beefcake's another one of my faves. That, and Whack-a-Zombie-Pet and Eat This, too.

Chef's Luv Shack

PSM: Chef's Luv Shack is the second game in the trilogy. What's it all about?



ise: Final Fantasy VII meets

e: Sephiroth. (Huh? - Ed) ot: Cartman and Kenny discover ey've been separated at birth. kelihood of being made: Far too philosophically complex.



se: Metal Gear Solid meets

e: Metal Gear's Christmas

Plot: The Snake bumps into Mr



: Tekken meets South Park. t Tickle.

Plot: The boys grasp each other in a tender Greek embrace. First one to break anal wind loses. Seriously, what do you think?



Premise: Tomb Raider meets South Park

a Ass Raider. te Let's look for treasure! od of being made: Neve ts going due to legal stuff, Kenny ing as a woman thou











PSM: How many of these things are crammed in?
JW: Currently there'll be around 21-24 minigames. We really want as many as we can fit in.
We'll just have to see.

so instead of having a set track, you can motor about anywhere and create your own shortcuts between houses, behind trees, over hills, through the cow... Wherever you can get your car really.

"We felt for South Park Rally ... we had to create modes that would bring the players together and make them interact"







Seriously SBS...

Here are some highlights of the third series of South Park starting on September 20, 8:30pm...

* The boys discover an animal previously thought to be

★The boys discover an animal previously thought to be extinct. It's a Jakovasaur. Do you see? It's a play on words. Oh, never mind...

* The curse of Spinal Tap hits South Park with a spate of spontaneous Human Combustion. Have a guess how Kenny dies...

* Chef bags a woman, but sadly she turns out to be a succubus (a female demon who seduces men while they're sleeping) who crushes Kenny under her weight. Chef goes back to broth boiling...
* The kids get stranded in the Costa Rican jungle. The

*The kids get stranded in the Costa Rican jungle. The moral of the story is that the rainforest isn't very pleasant and therefore not worth saving. Hmmmph.

PSM: And are these going to be full versions or just a little snippet?

JW: All the games are full-on games, with different methods to make them last between 30 seconds to a minute each. We kind of figured that would keep the game really fast-paced.

PSM: And Mr Isaac Hayes himself – will he be in there somewhere?

JW: Is he performing? He's in top form! Yes, Chef is our sexy host of the show so you can expect the usual sexual innuendoes and the like from him.

PSM: Sounds like some good lovin'. So what's the reward for ending up champ on every game in Chef's Luv Shack?

W: You get to jump up and down with enjoyment. **PSM:** [Erm, right... Time, we think, to take a look at the **South Park** kart game.]

South Park Rally

PSM: First questions first – how's South Park Rally going to be different from other karting games?

DY: The point of most racing games is to keep away from the other players, right? But we felt for South Park Rally – especially the multiplayer events – that we had to create modes that would bring the players together and make them interact, because the South Park show itself is all about the interaction of the kids. So, in addition to the regular racing modes, we've added about a dozen other play types that pit the kids against one another. One idea we've currently got on the drawing board has the kids trying to protect the chickens from the Chicken Lover.

PSM: Like the episode on TV, right?

DY: Exactly. Whoever rescues a certain number of chickens wins. But, and here's the key, smacking into the other cars or causing accidents makes you lose any chickens you're holding so the players are always in competition.

PSM: Nice touch.

DY: It's going to be cool. We've got half-a-dozen tracks planned, all based around locations in the episodes. Everything from the town to Big Gay Al's "Big Gay Animal Sanctuary". They're all fully open,

PSM: And these cars. Realistic handling or cartoon cruising?

DY: They handle very well [smiles]. We've created an advanced physics engine that takes things like weight, centre of mass and gear ratios into account. We're also spending a great deal of time tuning each car individually so that they both feel and play differently. Being a rally game, we have a lot of different surfaces with traction and slide factors as well.

PSM: Presumably you're working on a few novel pick-ups too?

DY: We're building from the tone of the original game, and filling in a whole bunch of new, unusual, and occasionally gross weapons.

PSM: Do tell.

DY: Cher's Chocolate Salty Balls sound familiar? PSM: Unfortunately so.

DY: How about the Mexican Staring Frog? PSM: Think we get the picture...

DS: All the South Park favourites – Stan, Kyle, Cartman, Kenny, Chef – should be in there. Plus we'll have some secondary characters like Wendy, Officer Barbrady, Mr Garrison and some surprises.

The notion of a go-kart being driven by a talking turd boggles the mind and *PSM* takes its leave for a lie-down, away from a world of arsefixated aliens, animated faecal matter and children who swear. A lot.

One question remains after *PSM*'s quizzing of the various bods behind the *South Park* trilogy—are the games any good? The answer?

Well... All three titles are certainly aimed at hardcore South Park fans, in terms of both humour content and the self-referencing of the show. Turn to page 76 for our verdict on the South Park shoot 'em up, but it's fair to say that all three games, especially Luv Shack, are far more original than recent episodes of the show. South Park Rally looks a good bet, although its originality might get overlooked with the release of Speed Freaks, Chocobo Racing and Crash Team Racing. All in all, surprisingly good stuff.



contributors



Stuart Clarke

Inspired by Stephen Spielberg and with Resident Evil on his CV, Shinji Mikami has come up with another stunning work of horror for the PlayStation. Stuart Clarke was the man pushed out from behind the sofa by the rest of us. He squinted through his fingers to bring you an early analysis.

As you can see to your right, he gives it a thumbs up. But only a very tentative one as the rest of his hand is still covering his eyes.



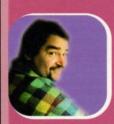
Andrew Iredale

"My name's Bond. Games Bond".
Andrew was shaken and stirred with his PrePlay efforts this month. "Yesh Mish Moneypenny, it wash quite an experience," he said to Fiona, handing in his copy. The verdict: Tomorrow Never Dies will be a great game, but with the release date slips it keeps having, it's a case of Tomorrow Never Comes at the moment.



Jason Hill

His PrePlay will self-destruct in five seconds, so it's best if you turn to that one first. The mission, should PlayStation developers decide to take it, was to convert a dog of an N64 game into something PlayStation owners would be happy with. And as Mr Hill found out — no doubt hanging by wires from the ceiling — they seem to have achieved it.



Steve Polak

With a far more plausible mission, the last of our agents was assigned to play the VR Missions sequel to Metal Gear Solid and enjoy the experience. And quite predictably the mission was a complete success. Read more of Steve's findings as he reports on the sequel to possibly the greatest videogame in living history.



A big thumbs up for these aspects of the game



But developers better alter this before release.

Adv

Advance warning: Here's how to make it better!

DinoCrisis

Resident Evil 3: Nemesis is months away, but Shinji 'Resi' Mikami has not been slacking. Zombies give way to flesh-tearing lizards in his new adventure.

Stuart Clarke tries to dodge the claws...

hinji Mikami is, without doubt, the Master of PlayStation Horror. Responsible for Capcom's creepy, zombie-blasting *Resident Evil* series, Mikami has now turned his attention from the undead to the supposed-to-be-long-dead. His new game, *Dino Crisis*, sees the player alone against predatory dinosaurs, somehow brought back to life in the modern world.

If it sounds a lot like *Jurassic Park*, then so be it. Mikami does not mind revealing that he was inspired by Spielberg's blockbuster movies (which in turn were based on Michael Crichton's novels).

The action in *Dino Crisis* takes place in the not-so-distant future. The player is a Special Forces operative named Regina who, with a small team of fellow agents, is on a mission to capture Professor Kirk, a mysterious scientist conducting equally mysterious experiments on Ibis Island.

As soon as your team arrives on the island, once a tropical paradise, it is clear that something is very badly wrong. Soon Regina is alone and battling carnivorous dinosaurs (including those cuddly velociraptors and Tyrannosaurus rex) that haven't roamed the earth in millions of years. Your mission rapidly becomes one of simple survival.

Mikami says there are three endings to the game: one being that you find the Professor, discover the secrets of his experiments, and actually get off the island alive. But this is a very difficult task that will require a number of attempts.

This is no doubt happy news indeed to all *Resident Evil* veterans who want a challenge. Replays will be encouraged through the different costumes available after the first go through, including a fur caveman outfit (no word yet on a swimsuit).

All those who have played the *Resident Evil* games will be instantly comfortable with *Dino Crisis*, as it is almost identical in gameplay style and control. Newcomers may take a while to become comfortable with the controls, which are not quite as intuitive as *Metal Gear Solid's*. Visually, *Dino Crisis* also does not quite match up to the *MGS* standard either, but the real-time 3D environments are a step forward from *Resident Evil's* rendered backdrops. Regina can interact with more background objects than is possible in *Resident Evil*, and the addition of advanced light sourcing adds realism to the gaming environment.

Dino Crisis makes the biggest visual impact thanks to the highly detailed and well-animated dinosaurs that inhabit the game's world. The full 3D engine allows for dynamic camera angles and movements and this feature is used to maximum advantage.

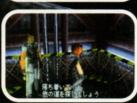
Just like *Resident Evil*, there are some heart-pounding set pieces – like right at the start when you have to run away from a pursuing raptor. Make sure you have a change of underwear at hand for that one. And again for later when a T rex comes barging in on you unexpectedly.

The dinosaurs in the game have the ability to stalk and toy with you and it can really get quite scary, hearing them nearby when you're limping through with low health and low ammo. They move a hell of a lot faster than *Resident Evil*'s zombies (one of the main reasons the game uses a full 3D engine), and can be genuinely menacing and dangerous.

Combat is well represented, with your weapon ammo flying everywhere and the dinosaurs meeting a satisfactorily bloody end after all your effort.

There's a healthy number of puzzles to solve (some of which are quite





Whoops! I think I just wiped out another species – again.





Tomorrow Never Dies

Bond, James Bond, is soon heading to a bedroom near you. And no, he's not after your sister's virginity, he's about to debut on the PlayStation. Andrew Iredale is left shaken and stirred by 007's latest, and possibly greatest, adventure.

isten up James, we've got an important assignment for you. You're to target and destroy the satellite up-link, infiltrate the terrorist arms bazaar, foil the plans of SPECTRE, then meet your contact at the reception for Queen Beatrice of the Netherlands by 03:00 hours! This is your first job on the PlayStation, so I needn't remind you to dress sharply, go easy on the martinis, and for God's sake 007, don't get caught behind the curtains with the Ambassador's daughter again!

PlayStation owners can rest easy in the knowledge that the No 1 British Secret Service agent, James Bond 007, is at last on their side. However, rather than being based on the now not-sonew cinematic adventure of *Tomorrow Never Dies*, the game takes place immediately after the events of the film. Bond now

of the sniper mode for all weapons, which gives you a first-person view with a nice big crosshair, perfect for those ammo-saving head shots!

As if all these features weren't enough, the developers have kindly included a two-player deathmatch game where you can play as either James, Wai Lin, or a selection of Bond characters from past films.

Sadly the release date has slipped a little, but it should be worth the wait. *Tomorrow Never Dies* is not only shaping up to be the all-inclusive Bond adventure you've been waiting for, but also a damn good action game that any self respecting PlayStation owner should check out.

"Elijah is a tad upset at the loss of his sibling and has hatched an evil new plot to destroy the world."

has to contend with Elijah Carver, brother of the super-villain media-baron Elliot Carver who brought the world to the brink of World War III. Elijah is a tad upset at the loss of his sibling and has hatched an evil new plot to destroy the world. Only you, as James Bond (with a little help from the Chinese secret agent Wai Lin), can put a stop to it.

The game is made up of 12 separate missions, each containing a number of primary and secondary objectives that must be carried out to successfully get the job done. For example, in the first mission you have to infiltrate the enemy base, destroy the chopper, target the satellite up-link for the air strike, get the security card to the next area, then escape on skis down the side of a mountain and parachute off the cliff – and straight into the next mission! This wide variety in objectives and in-game styles ensures you won't get bored in a hurry, and makes the game more than just a quick areade-style shooter.

As well as escaping on skis, there are underwater stages reminiscent of *Thunderball*, and what Bond adventure would be complete without a car chase - in a BMW fitted out with Q's finest automotive assault weapons, of course! The different sections of the game gives *Tomorrow Never Dies* players great variety.

One of the best features of *TND* is the flexibility of the targeting system. Being a third-person shooter with the view looking over Bond's shoulder, there can be times when you don't get a clear view of what you're aiming at. This has been remedied by the inclusion







Things get hairy when James accidentally puts a baking tin in the microwave.





Mission: Impossible

Your mission, Jim, should you choose to accept it, is to play a game about stealth, cunning and espionage. No problem, after *Metal Gear Solid*. But can *Mission: Impossible* on PlayStation live up to the film and improve on the horrendous Mintendo 64 game? Jason Hill accepts the mission...



...If caught or killed, the secretary will disavow all knowledge of your actions." And with that reassuring thought, your first mission as IMF agent Ethan Hunt begins. Mission: Impossible lets you live out your fantasies of playing a super-cool spy armed with a host of gadgets.

Unlike most action adventures, here you don't shoot first and ask questions later. Terminations are actively discouraged. You're expected to creep about avoiding detection while indulging in acts of sabotage, espionage and generally being sneaky.

The skullduggery begins in a snowbound-submarine base where you need to blow up the pump house and rendezvous with fellow agents Clutter and Dowey at the communications building. In your way stand patrolling guards, mad truck drivers and a lack of explosives. Your first task is to scour the base for a detonator and explosives, collecting mines, a scrambler device, a sleeping

The game features 20 missions set in locations including Prague and London. And yes, the game feature's the film's memorable scene with Ethan suspended from a roof dodging spy-slicing lasers to hack into the CIA's mainframe computer in Langley.

When you pick up the game, you might get the impression that you'll be playing a virtual Tom Cruise. This isn't the case, but despite the lack of Tom-ness, the visuals are more impressive than on the Nintendo version. Of particular note are the particle effects like snow falls, and the excellent transparency and reflections thrown up by glass and metal objects. The characters are also nicely detailed and the action swift. The rendered cut scenes have been totally redesigned for PlayStation. Rather than use full-motion video, in-game graphics are used to tie the action to the plot-setting sequences. Quality music, sound effects and dialogue also enhance the atmosphere.



"...despite the lack of Tom-ness, the visuals are more impressive than on the N64 version"



gas injector and ammo along the way. While you might need to pick off the odd guard (use a quiet head shot from behind), elsewhere marksmanship will be needed to knock out searchlights as you sneak into the submarine pens.

In other early missions, Ethan must infiltrate a formal reception at a foreign embassy; he has to mingle with other guests, extract vital information, avoid a *femme fatale*, create a diversion and get into the basement – suspected to contain secret equipment. Dress is black tie, and matching accessories do not include guns.

Mission: Impossible punishes excessive combat, so it's likely the game will be difficult to complete. You'll need to be patient as well as sneaky to be a successful agent. Mission briefings set out objectives, which you're free to complete in any order. However, this still feels a linear game, with players not able to show enough inventiveness. Still, players do get to make important decisions, such as should you make contact with Agent Dieter posing as a barman, or do you track down the ambassador's aide first? Or do you bluff your way past the guard or risk knocking him out?

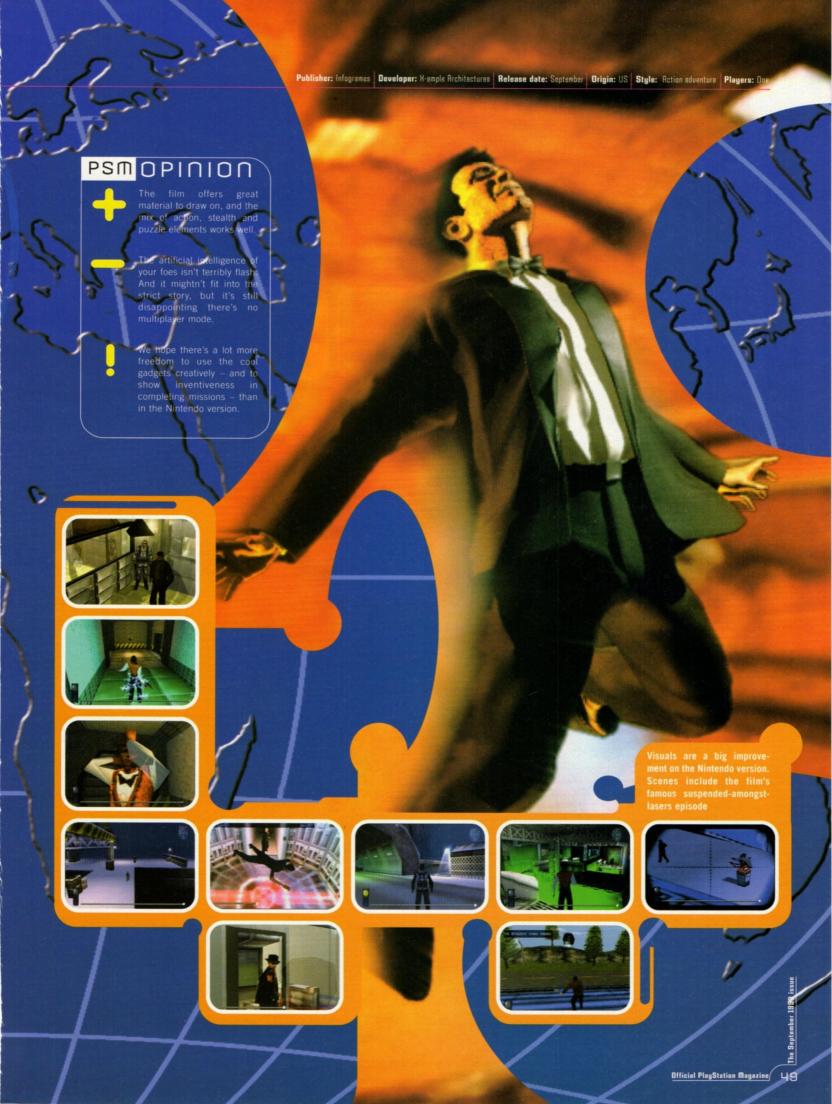
Fans of Syphon Filter's sniper rifle will no doubt enjoy similar sniperage in Mission: Impossible's train level. Zooming in to observe a clandestine meeting or picking off rival spies is always a pleasure. But while the rifle has a full telescopic sight, using the pistol in third-person perspective is also very accurate: Ethan's head and arm go semi-transparent to help your aim.

One of the game's strengths is its wide selection of cool gadgets, which include a communicator, night-vision glasses and explosive chewing gum. The face-maker, used to change identity, is by far the cleverest, allowing you to sneak past people undetected rather than having to kill them. A criticism of the Nintendo version is that players aren't given much freedom to use such gadgets in creative ways. Let's hope this isn't the case here.

But there's nothing quite like Mission: Impossible on the PlayStation. Its mix of action, adventure, stealth and puzzle elements is unique. We'll keep this latest recruit to join the PlayStation's stealth army under close surveillance until its imminent release. This page will self-destruct in five seconds...



"Is that a gun in your pocket?" Well keep it there: Mission: Impossible players use stealth, not firepower.

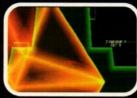














MetalGearSolid:

VRMissions

So you lived, breathed, and totally loved every minute of the *Metal Gear Solid* experience? Well you can mind-meld again with Solid Snake sooner than you'd think, says Steve Polak.

he VR Missions disc delivers action, and plenty of it. Instead of taking you through a complex and involving story, VR Missions lets you try your hand at 300 missions. There is no plot, as all of the missions are played using a training simulator, and you must steer Snake through all of them: a feat which will take some doing.

The idea behind this game is that you are doing the sort of training necessary for Snake to be an agent in the real world. In other words, you are playing as Snake in a computer-generated realm which presents you with simulated real-life situations (hence the VR moniker).

This means heaps of action, plus much more adrenalinepumping combat, stealth and puzzle-solving than in the real game. The VR missions are presented using wireframe visuals for the environments, and normal in-game graphics for the Otherwise, the audio and control interface is exactly the same as the original game's. If you have played *Metal Gear Solid*, the *VR* disc is like visiting a place you know and recall fondly.

Better still, in many of the combat missions you aren't limited by ammunition shortages: you can blaze away to your heart's content. All of the game's cool toys make a welcome return, and when it comes to extremely powerful weapons like the stinger, you sometimes have gleefully unrealistic amounts of ammo.

There are also FMV segues which you unlock as you play through the missions, and the intro animation is rumoured to be the product of PlayStation 2 technology. Certainly these seductive garnishing graphics look great, and they make you want to gear up big time for the sequel.

The game eases you gently into the swing of things. Some of the earlier weapon-based missions are easy to the point of being

"This means heaps of action, plus much more adrenaline-pumping combat, stealth and puzzle-solving than in the real game."

holographs of the soldiers. It all looks vaguely reminiscent of the classic computer-animated action film *Tron*– except there are no cheesy

cornball actors to blow away (more's the pity).

As a backdrop to the simple wireframe corridors, walls and other architectural obstacles, you can also see lots of computer-generated stats and computational gobbledygook on the walls of the VR rooms you play in. This minimalist graphic approach is very workable, even if it isn't as varied or interesting as the normal in-game graphics. However, remember that there are a lot more missions on offer exactly because there hasn't been the need to render each of the scenarios graphically.

laughable. You just have to aim at and shoot still targets until they shatter, and then you are on your way. But things get harder before long, as first moving targets, then enemy opposition up the difficulty somewhat.

Apart from the many weapon-based missions, there are also stealth and detective work sorties. Some of the stealth simulations are particularly testing, and you will find yourself retrying again and again. However, no matter how tough a level seems, that good old *MGS* formula still seems to work: you doggedly hang on to your joypad and keep trying.

The VR game will also allow you to expand the original, in that you will be able to use your success in the training simulator to access hidden parts of the story-driven effort.





Preplay round-up

This is where we cruelly tempt you with glimpses of the other games about to hit store shelves over the next few months. As always, we'll bring you a full review of them in coming issues.

XENA: WARRIOR PRINCESS

Publisher: Sony | Developer: Hyperbole Studios | Release date: September | Origin: US | Style: Adventure | Players: One



Despite the much-loved tradition of Godawful licensed games, this one's shaping up as nicely as Ms Lawless herself. There's loads of fighting, plus Tomb Raider-ish puzzles. Polygonal Xena has a longsword and over two dozen devastating fighting moves, and her pointy assets look like they might

take an eye out, too. Moves include a bicycle kick, a fist spin and the alwayspainful groin kick. The fantasy worlds have been lovingly created, and they're peopled by all manner of strange beasts and monsters. Even Xena's lovely sidekick Gabrielle gets a guernsey fighting beside the princess. JH



LEGO RACERS

Publisher: LEGO | Developer: High Voltage | Release date: September | Origin: UK | Style: Racing | Players: Two



Takes the basic premise of the LEGO philosophy – building stuff – and adds a cutesy racing game. You can build fantastical cars and customise your driver. That aside, there is little here that adds to the populous racing genre. Race across a selection of circuits based on popular LEGO themes,

including pirate, castle and space. Courses are wide and littered with boosters (rockets, bombs, armour) and interactive scenery. But sadly, the racing is not as exciting as the car construction. You're always travelling at the maximum speed possible, but it seems a mite pedestrian. SB



ROAD RASH UNCHAINED

Publisher: EA | Developer: EA | Release date: November | Origin: US | Style: Bike racing | Players: Two



Another chance to play a greasy biker and engage in illegal street races. The game is noticeably faster than predecessors, but the visuals are rough. A two-player co-operative mode has been added, plus an amusing Be-The-Cop mode. They're both fun, but it's the straightforward races which

remain the most playable. At first it feels tiresomely familiar, but combo moves and super-strikes soon liven things up, as do the eight new weapons. Handling is also better, and you can take corners at great speed, swerving in and out of traffic. Lacks polish, but offers plenty of knock-about fun. DB



WORMS: ARMAGEDDON

Publisher: Hasbro | Developer: Team 17 | Release date: November | Origin: UK | Style: Worm blast 'em up | Players: Four



The worms return with more features, options and weapons in this turn-based strategy game in which teams of wrigglers battle it out on a randomly generated battlefield. The worms take turns blowing away the opposition using weapons such as shotguns, bazookas, mines, grenades and

exploding sheep. Graphics are superior, but it's the 60 oddball weapons and tools that really make the game, and there's certainly enough to keep even experienced Wormers coming back for more. There are 40 special missions for solo play, and multiplayer is hilarious. JH



RAT ATTACK

Publisher: Mindscape | Developer: Pure | Release date: September | Origin: UK | Style: Action puzzler | Players: Four



Time to play cat and mouse. As you can see from this month's demo, Rat Attack is not unlike a modern-day Tom and Jerry. Players have a choice of eight cats, each with differing abilities. Levels consist of a different room with a hole or two in the corner, from which streams of rodents appear. Your cat

possesses an Eraticator (chortle) which acts like a net and can be dragged to catch the buggers. Hit the Destructor icon and it will empty. Get hit by one of the scurrying creatures and you'll lose your captured rats or a life. You've sure got to be quick. It's very simple, but the multiplayer is great. OH





A unique title: a realistic World War II shooter developed especially for PlayStation. There are around 30 levels, including search-and-rescue missions and all-out assaults. There are 15 authentic weapons including handguns, shotguns, automatic rifles and different grenades. And when you

lob a grenade, the smart opponents sometimes lob them back at you, or dogs pick them up! Characters are superbly animated, there's loads of dialogue, and plenty of atmosphere. You can even disguise yourself as a German and try to stroll through enemy headquarters. Extremely promising. JH



LMA MANAGER

Publisher: Ozisoft | Developer: Codemasters | Release date: October | Origin: UK | Style: Soccer management | Players: Two



Shaping up to be the best soccer management game ever, if that's your bag, baby. *LMA* (League Managers' Association) looks superbly realistic and detailed, yet slick and immediate enough to pick up and enjoy straightaway. The controls are clever, using shoulder buttons to help you

quickly traverse through screens like, team options, financial stats and scouting reports. There are lots of scenarios to choose from, including very short challenges for a quick play. Games are spectacularly presented with coaching options galore, and there's even a two-player mode. RP



TINY TANK

Publisher: Sony | Developer: MGM | Release date: November | Origin: US | Style: Tanky shoot 'em up | Players: One



Save the day with a cute little tank with a bad attitude. Each level offers multiple objectives like infiltrating strongholds and blowing stuff up. Tiny's nose is a large-calibre canon and can be swivelled using the second analog stick. But this is useless because the camera doesn't follow the turret: you're

not likely to hit anything you can't see. Up to four other weapons are acquired by destroying enemies, including guns, missiles and a freeze ray. Other Tiny tricks include the ability to repair himself and send out teeny-wheeny tanks to perform designated tasks. Different, but looks sadly mediocre. JH



PUCHICARAT

Publisher: TBA | Developer: Taito | Release date: TBA | Origin: Japan | Style: Arcade puzzler | Players: Two



Everyone knows that aside from *Tetris*, *Bust-A-Move* offers the best puzzling money can buy. The coloured balls and canons combo is responsible for some of the most fiendishly addictive gaming ever. This new game replaces the canon with a ball and paddle, creating a bastard son of *Bust-A-Move*

and Breakout. The constantly moving ball must be paddled into the bubbles to burst them. Multiples can be popped by hitting several of the same colour or dislodging a big chunk. Fail to catch the ball and more bubbles appear. It's not as simple, but just as addictive as its predecessors. JB



SLED STORM

Publisher: EA | Developer: EA | Release date: September | Origin: Canada | Style: Snowmobile racing | Players: Four



Nearly here. And worth waiting for, with some of the best course design to grace the PlayStation. Snocross courses are man-made, straightforward, short-cut-free affairs. On open mountain tracks the racing route is marked only by sled marks in the snow, but there are so many alternative

routes and shortcuts that it's possible to complete some of the races without ever following them. Graphically, the game is looking special, especially the night racing. There might be nothing radically new, but the quality of the courses and support for up to four players makes it a winner. DM



PRINCE NASEEM BOXING

Publisher: Infogrames | Developer: Rage | Release date: September | Origin: UK | Style: Soccer sim | Players: Two



A showcase for the much-derided sport and the most realistic boxing sim around. There's a big choice of punches to throw, and defending your noggin and energy is just as important as landing a flurry of blows. Modes include Versus, Showcase, World (career), and Practice with personal tuition from the Prince himself. Career mode looks the best and follows a unique storyline that unfolds in newspaper headlines as you build up towards your next bout. There are lots of texture-mapped fighters (including Naz) with individual styles. Dare we say, this game has punch... RY









around, or make selections in the information screens.

**PSW: Can management games ever rival the more immediate thrills of a racing title or a beat 'em up?

**Sits: I really think that this one can. **Theme Park World works on two levels. On the first level, you can just plonk some rides down then jump into first-person mode and ride them (once you've bought the camcorder). You can do everything from jumping up and down on the bouncy dinosaur to being on the roller coaster. You can get this up and running in a few minutes, so you'll be able to get enjoyment out of the game easily, which is usually what this genre of game lacks.

The second level is the management game. This is where you will have to think about the planning of your park, watch your money and work hard to be successful. Since there are eight individual parks, each one with their own individual set of rides and challenges, there's a lot to go through and see.

Also, racing games and beat 'em ups cater for the male market. The original **Theme Park* was bought by a lot of women gamers who maybe don't own a PlayStation, but their boyfriend does and they play it occasionally. It's not like the adrenaline rush that you experience with **Tekken* or **Gran **Turismo**; instead it's about creating your own experience.

Sith Is there anything in the game that is totally new?**

the dual level of gameplay. Even in our early testing we've had people who approach the game in two completely different ways. Some people approach it in an organised fashion, planning ahead and being deliberate about how they use their money. Others are carefree and love to throw a few rides down and then enjoy their park, not really caring whether they are being sensible with their purchases or not. It's a bit like a personality test really...

Bide What is it that drags people back for just one more try?

Shi: The promise (and delivery) of new things. When you start the game you only have one park open to you, but you can immediately see two bridges to other islands. As you play a park, you'll be rewarded with Golden Tickets for all sorts of things such as getting your tooth visitor, or being green and having a system in place to deal with litter. These Golden Tickets can be used to either buy items such as the camcorder or special events like parades, or you can open the bridges with them and move on to open different parks with different themes. It'll take a lot of playing in order to see all of the eight parks, buy all of the special items, see all of the special events and find all of the sub-games. Just like the original Theme Park, you always feel that you can make your roller coaster or log flume that little bit more exciting and your park that little bit better.

PSHE Any comedy sub-games?*

ShE* There'll be sub-games, which will play an important part in the progression through the game. I don't want to give any more details away at the moment. We're definitely going to be supporting PocketStation as well...

PSHE Any comedy sub-games as going to be the ability to race on the go-kart tracks.

PSHE Hymm.... Okay, one of the sub-games is going to be the ability to race on the go-kart tracks.





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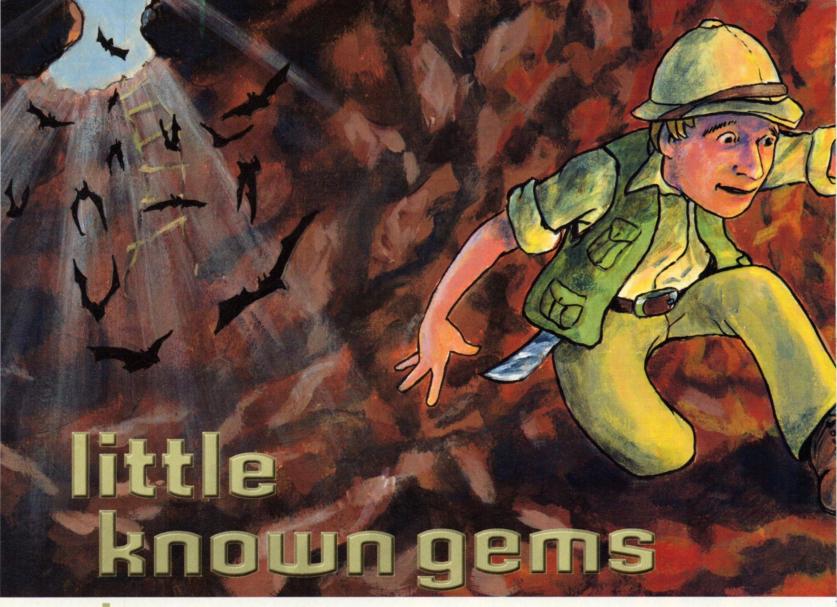


DO NOT Underestimate the Power of Playstation



Investigate and infiltrate an undercover world of covert operations, biological weapons and espionage.

Out-kill. Out-spy. Out in July. Stand by for more details.



shops, eager to slap your cash down and play it until

a hard time tracking down these gems - most are

ALUNDRA

Developer: Climax Publisher: Sony Reviewed: PSM 9

After Final Fantasy, surely the PlayStation's second-best roleplaying game? It's compulsively addictive, deceptively simple and incredibly playable. It picks and chooses the best elements from a wide variety of genres. But the gaming public still seems to be put off by Japanese styling

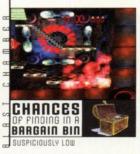


BLAST CHAMBER

Developer: Attention to Detail Publisher: Activision

Reviewed: PSM 2

One tough cookie that's going to have you busting your brain in one-player mode, and busting your joypad in multiplayer. But this fine and original puzzler seriously bombed. The fast pace and sense of tension - as the timer on your backpack bomb ticks down - makes it a gem.



BROKEN SWORD 182

Developer: Revolution Publisher: Sony Reviewed: PSM 2 & 8

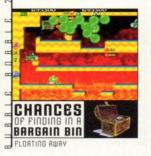
The original was a beautifully created epic awash with ambience and Parisian chic. The sequel was one of the most atmospheric adventure games money can buy. Both sold about six copies. There's top dialogue, detailed plots, and testing but not too obscure puzzles. Sad.



BUBBLE **BOBBLE 2**

Developer: East Point Publisher: Virgin Reviewed: N/A

A brilliant arcade game perfectly replicated. Has cracking gameplay, 120 screens, cute graphics and comic sounds. Playing cooperatively or against a friend is gaming heaven. Was probably ignored because of the cute graphics and retro gameplay, but still stacks up beautifully



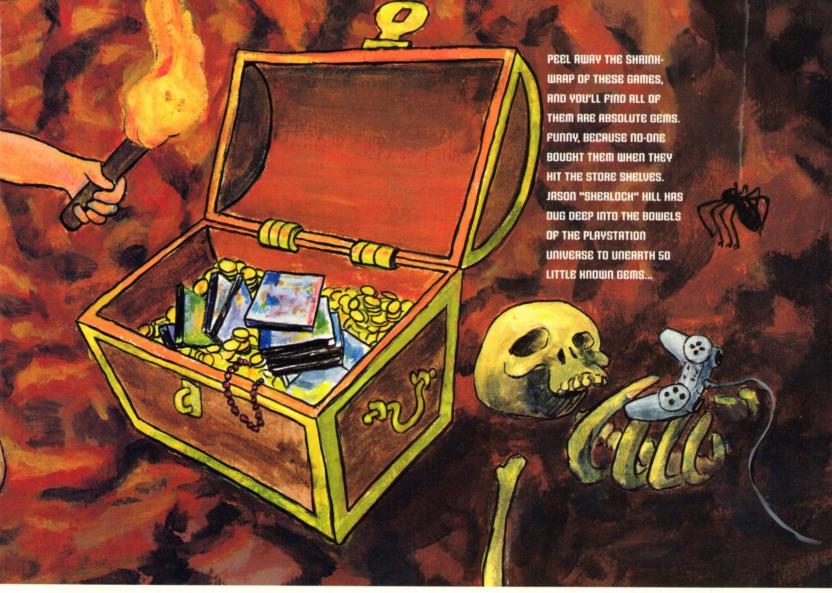
BUST-A-MOVE 2, 3 8 4

Developer: Taito Publisher: Acclaim Reviewed: PSM 1, 9 & 21

One of the most enduringly enjoyable two-player games ever. Bust-A-Move is the biggestselling title in this feature, but it's never reached the kind of mainstream audience it clearly deserves. Tetris gets all the attention, but this is better with a friend. Incredibly addictive



The September 1999 issue



CARNAGE HEART

Developer: Artdink Publisher: Sony Reviewed: PSM 4

Intensely absorbing, horribly addictive and superbly presented. Definitely one of the best strategy games around. The idea of designing, constructing and programming robots doesn't sound like the most exciting concept ever, but you should have believed us when we said it was good. Really. Admittedly, it's an odd mixture of cerebral planning (designing bots) and voyeurism (watch battles) but it's very challenging, tense and spectacularly fun.



GRINDINGLY POOR

CASTLEVANIA: SYMPHONY OF THE NIGHT

Developer: Konami Publisher: GT Reviewed: *PSM* 7

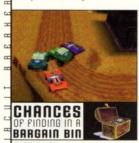
Castlevania looks like an old game, but it's an excellent platform romp. Scratch beneath the surface and the combination of platformer and role-player yields great rewards and offers bundles of playability. Sent to Castle Dracula, your job is to destroy the place and rid the world of evil. You take on demons, skeletons, monsters, ogres, vampires and ghosts. Collect armour and weapons, learn spells and shape-shift into wolf, bat or mist forms. Marvellous.



CIRCUIT BREAKERS

Developer: Mindscape Publisher: GT Reviewed: PSM 14

One of the best multiplayer games on PlayStation. "One more go" is heard long after the cows have come and gone. We still play it in *PSM* Towers, and the competition brings out the real bastard in us all. It's addictive and clever top-down racing, with some of the finest stunts known to man. Everyone bought *Micro Machines* instead, which we also love, but *Circuit Breakers* is even better. Just sample some of the power-ups and you'll see why.



COLONY WARS & VENGEANCE

Developer: Psygnosis
Publisher: Sony
Reviewed: PSM & & 17

The first game was stunning and well designed; the second was a challenging and compelling space combat game and a superb sequel. But most punters ignored the many copies on store shelves and headed straight into Wing Commander territory, clearly a very tragic mistake. Fortunately, Vengeance is still available in most good stores, so go out and redeem yourselves straightaway by grabbing a copy. You'll love the taxing missions and spectacular visuals. Honest.



CONSTRUCTOR

Developer: System 3
Publisher: Acclaim
Reviewed: PSM 15

SimCity meets the Carry On films, it's a fabulous little strategy game in which you must build the perfect city while dealing with hundreds of dodgy geezers. You are a property developer, charged with building housing estates for ungrateful tenants, who have a habit of burning buildings down. If you're patient and love a challenge, this will have you absorbed. It's very hard, but we think the reason it didn't take off was because there weren't many copies available.



September 1999

DEATHTRAP DUNGEON

Developer: Eidos Publisher: Ozisoft Reviewed: PSM 11

Was perhaps inevitably compared unfavourably to the Tomb Raider games, but it's a solid and well-designed fantasy 3D romp. With nearly 40 levels, it's a very large game, and offers a lengthy challenge. There are stacks of puzzles and traps, and more depth to the combat than Tomb Raider. Sure, Red Lotus just isn't a patch on Lara Croft, but this is still a very good action adventure. Chances are you'll find a copy on store shelves at a very low price, too.



DEVIL DICE

Developer: THQ Publisher: Sony Reviewed: PSM 19

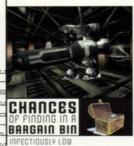
A puzzle game to give your noggin a real workout. Rid a board of dice by joining like dice together. Sounds simple, but it's not. In fact, Devil Dice is tremendously tricky, and very addictive. There's plenty of playing options on offer, including a very solid multiplayer mode. Maybe it's just us, but we think puzzle games are great especially those that you can play against a friend - yet none buys them. This one's ingenious and one of the best.



EPIDEMIC

Developer: Genki Publisher: Sony Reviewed: PSM 4

Hardly revolutionary, but Epidemic does have a certain hard-to-define charm, as well as loads of clever touches. It's like Manga Mech Doom, and there's something about the storyline combined with the shoot 'em up action that creates a highly atmospheric experience. A refreshingly different title that was all but ignored, probably because PlayStation owners suspected it was yet another mindless clone. We'll let you in on a little secret: it's not.



EVERYBODY'S GOLF

Developer: Camelot Publisher: Sony Reviewed: PSM 13

We can't believe you missed this gem. PSM rates it as one of the best sport sims ever. Perhaps it was the cute graphics that put you off, but rest assured, this is an incredibly complex golf sim, and you have very comprehensive control of vour golfer. The game is beautifully structured, with new characters and courses opened up as you improve, giving you great incentive to keep playing Addictive and charming, and superb against friends.



PADE TO BLACK

Developer: Delphine Publisher: EA Reviewed: N/A

The sequel to Flashback, and a challenging, exciting and fabulous 3D action adventure starring that bloke called Conrad. It's one of those rare games that leaves you feeling a bit down that it had to end. You really feel like you're taking part in a constantly evolving story. The game was released about the same time as Resident Evil, which just might help explain that it never got the attention it deserved. PSM recently saw a copy, so it is out there!



ISS PRO 8 ISS PRO 98

Developer: Konami Publisher: GT Reviewed: PSM 7 & 16

Arguably the most popular titles in this feature, but ones we felt compelled to include because so many punters seem irresistibly drawn to the FIFA games instead. We acknowledge the most recent FIFA titles are ace, but ISS is the best kick-around money can buy. If you're a fan of sports games, then you must add an ISS Pro game to your collection. And it's one of the you won't have any trouble acchasing. Do it now.



JERSEY DEVIL

Developer: Magic Toon Publisher: Ocean Reviewed: PSM 11

A huge, colourful moreish 3D platform game that demands your attention, but received precious little. The puzzles often appear brain-meltingly tricky, and indeed the game is probably too tough for its own good, but Jersey Devil is clever. It makes you work for its prizes, and exploration is the key to much of it. The levels are gorgeously designed and the purple Devil himself moves with amazing fluidity, excluding personality and crisp animation.



JUMPING FLASH 1 & 2

Developer: Exact
Publisher: Sony
Reviewed: N/A & PSM 1

One of the first PlayStation games released, Jumping Flash is an innovative twist on an ageold genre. The star of the game is a robotic rabbit (Robbit) that can perform huge leaps around the 3D environment. The idea is to retrieve the carrot-shaped jetpods scattered around each level. The graphics have dated, but both the original and the sequel still provide superb 3D platform fun. In its day, perhaps Robbit was just too innovative for his own good.



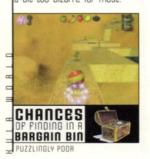
KULA WORLD

Developer: Game Design Publisher: Sony

Reviewed: PSM 11

An innovative little puzzle game

An innovative little puzzle game that will have you scratching your head. You must guide a ball around a series of blocks, collecting keys to unlock the exit gate. To make things difficult, you must avoid obstacles like spikes, ice and fire, jump between platforms and complete the stage before the timer runs out. It seems to induce vertigo while simultaneously testing your knowledge of the laws of physics. But perhaps it was just a bit too bizarre for most.



MAGIC CARPET

Developer: Bullfrog Publisher: EA Reviewed: M/A

The ultimate toy to take you to new heights. An innovative, addictive and dazzling mix of strategy and action. You are a humble apprentice with a magic carpet and must restore the world to equilibrium by battling through a ton of taxing missions in sprawling worlds with great spells at your disposal. It was released in the early days of PlayStation and might have just been dismissed as another cheap PC port, but it's a solid conversion of a very classy game.





FORSAKEN

Developer: Probe Publisher: Acclaim Reviewed: PSM 11

Forsaken looks striking and is a real pleasure to play. The smoothness with which you swing round and dive into a hole will have you leaning in your chair, grinning all the way. This is undoubtedly one of the best 3D shooters ever made, but despite an expensive advertising campaign, it was never popular. Maybe it was the flying bicycles that put you off. They've been desperately uncool ever since Return of the Jedi's loathsome Ewoks took them for a spin



PUTURE COP: LAPN

Developer: EA Publisher: EA Reviewed: PSM 17

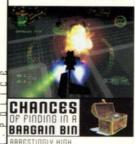
Surprisingly addictive, this is one of the PlayStation's best shoot 'em ups. The game is set in a bleak future packed full of baddies. The two-player modes are excellent, but there's an immensely enjoyable solo experience thrown in to boot. There are loads of weapons, but there's also more to the game than mindless slaughter. Maybe the game was in fact just a little bit too complex for the average punter, but it's certainly a gamer's game.



G-POLICE

Developer: Psygnosis Publisher: Sony Reviewed: PSM 6

A superbly executed videogame that hangs together beautifully and plays like a dream. It did well everywhere else in the world good enough to even reach Platinum status - but sold about three copies in Australia... Why? We have no idea. G-Police is a fabulous game that we still love Perhaps it seemed complicated, or was just released too close to Tomb Raider 2. It's one of the most sophisticated and innovative nelicopter shoot 'em ups ever



GHOST IN THE SHELL

Developer: Exact Publisher: Sony Reviewed: PSM 12

An ingenious and heady shoot, 'em up based on a popular Manga movie. It's a bit like Doom with a metal spider rather than a big bloke. You can use devious tactics and the 12 missions include a range of challenges such as simple search and destroy missions and againstthe-clock chases. The game was maybe too strikingly original and Japanese for many palates, but still remains a title worthy of attention. We've recently seen a ghost, so look out for it.



GUNSHIP 2000

Developer: Microprose Publisher: GT

Reviewed: N/A

A PC port of an excellent chopper simulation: one of the most sophisticated ever created. If you can spend the time to get to grips with it. Gunship 2000 will reward with some of the most intriguing and absorbing gameplay you can point a missile at. It has deep, exciting and varied gameplay. Sadly, when it was released, most PlayStation owners were only interested in quick, cheap thrills. If you're not afraid of an intellectual and physical challenge, search for it.



WDK

Developer: Shiny Publisher: Interplay Reviewed: PSM 6

One of the most stylish and intelligent blasts on PlayStation. Beautiful and clever gameplay, wonderful graphics and a hilarious sense of humour it. was sadly ignored. Perhaps it was too clever for its own good. or punters just thought it was another Doom clone. You'll find yourself climbing the walls akin to the best 3D platformers, sniping faraway villains like the best shooters around, or gliding from dizzy heights like a topnotch flight sim. Dazzling.



MOTOR TOON GP 2

Developer: Polyphony Publisher: Sony

Reviewed: PSM 1

Quiz time, trivia fans. What did Polyphony release after MTGP? Why, Gran Turismo, of course. This little racer is not quite in the GT league, but it deserved much more attention than it received. Most gamers probably ignored the game because of its cartoon graphics, heading to Ridge Racer territory instead. But it's a great little game, with a host of wacky tracks and drivers, power-ups, weapons and secrets to find. Fun and addictive



MOTORHEAD

Developer: Digital Illusions Publisher: Gremlin

Reviewed: PSM 11

Among the huge pile of PlayStation racing games, this one stood out to us because of its futuristic styling and blistering speed. But it obviously didn't stand out on shop shelves, because poor old Gremlin sold about eight copies. It's obviously very tough for punters to sort the wheat from the chaff. Motorhead is nauseatingly fast; there are loads of cool-looking circuits, ten cars and a steep but rewarding learning curve.



OVERBOARD!

Developer: Psygnosis Publisher: Sony

Reviewed: PSM 6

A splendid puzzley shoot 'em up that's a prime piece of shipbased tomfoolery. You are in control of a galleon ship on a quest to find long-lost treasures around the world. Along the way you must destroy enemy strongholds, ports and shipyards. Enemies include other ships, exploding fish, flame-throwing turrets and airships that drop bombs. Refreshingly different, but tough to pigeonhole, which is what might have confused the public.



PARAPPA THE RAPPER

Developer: Sony Publisher: Sony Reviewed: PSM 5

Undoubtedly one of the most original computer games ever. PaRappa is quirky, imaginative, fun and rather clever. It's a game to be enjoyed with friends and family. and a game that's almost singlehandedly started a new genre of games. Its off-the-wall humour and bizarre, colourful cutout graphics obviously put many hardened gamers off, but we're at a loss to understand why gamers don't want to enjoy truly original games. Let's hope Um Jammer Lammy gets more street-cred.



POCKET PIGHTER

Developer: Capcom Publisher: Ozisoft Reviewed: PSM 16

Proof that 2D beat 'em ups are a worthy alternative to polygonal pugilism and certainly not passé. If you give it a chance, Pocket Fighter will appeal to young and old alike, containing superdeformed characters and incredible denth to the combat. Above all else, it's great fun, a point sadly unrecognised by the vast majority of the gaming community, who were all too easily fooled by this game's deceptively cute appearance. It packs a punch, honest!



RIVAL SCHOOLS

Developer: Capcom Publisher: Ozisoft Reviewed: PSM 17

Tekken 3 is the undisputed king of beat 'em ups, but Joe Public must be informed that there's some pretty good other titles to place beside Tekken in his gaming library. Rival Schools adds plenty of new elements for those who think it's a tired genre and was a return to form for once-mighty Capcom. A game that flows effortlessly from move move and showcases everything Capcom has learned in its 15 years in the fighting ame arena



SKULL MUUKEAS

Developer: Neverhood Publisher: EA

Reviewed: PSM 2

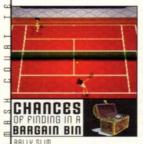
Another 2D game obviously overlooked, Skull Monkeys is an impressive, polished and playable platform game. Even the beautiful claymation-style graphics couldn't attract the punters. The game also has a superb sense of humour. Collecting power-ups enables you to send forth a fart-clone of yourself to scout out territory. or it may transport you to a '70s glam world. With over 100 stages, you won't get through the game quickly.



SMASH COURT TENNIS

Developer: Namco Publisher: Sony Reviewed: N/A

Fortunately, beautiful Anna has come along and hopefully noone will miss this wonderful tennis game on the shelves second time around. The original might be noticeably slower than the new version, but it still has the huge selection of wonderful characters and bizarre courts. and is incredible fun in two- or four-player mode. It requires a great deal of skill, too. Unfortunately, it was released every early in the PlayStation's life, and will be a bugger to find.



SPACE HULK

Developer: Key Publisher: EA Reviewed: N/A

Loads of depth, and an innovative title combining action and thinking in one atmospheric package. It was released eons ago, but still stands up rather well today thanks to its impressive tactical depth not seen in many other shoot 'em ups. Not only is there a rather good 3D Doom-like mode, there's also an overhead man riew in which you're giving the orders to other soldiers. There's a lot of variety in Space Hulk's missions, too.



THEME HOSPITAL

Developer: Bullfrog Publisher: EA Reviewed: PSM 11

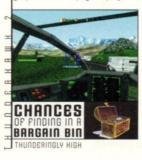
Perhaps it was inevitable. The idea of building and managing a hospital just doesn't sound as much fun as playing with a theme park, so this one got overlooked in favour of Bullfrog's original in the Theme series. But Hospital is quirky, amusing and very clever, and can now be picked up for a song. The game is complex at the same time as being funny, and if you want a challenging and enjoyable strategy game, it's one of the best



THUNDERHAWK

Developer: Core Publisher: Sony Reviewed: N/A

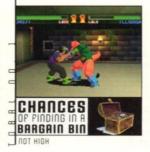
Dumps ultra-realism for fast and addictive, adrenaline-pumping gameplay. Unfortunately, many people associate flight sims with PCs and spending tedious hours peering at a computergenerated landscape searching for a speck on the horizon to bomb. Thunderhawk 2 is different. It ditches all the pretences of being a hi-tech simulator and is nearer to a straightforward shoot 'em up with a helicopter. Quality 3D graphics and top gameplay.



TORAL NO. 1

Developer: Square Publisher: Sony Reviewed: PSM 2

Square's first beat 'em up is no Tekken beater and nowhere near as spectacularly great as Tobal 2 (which sadly never got released here) but it didn't deserve to be ignored, either. When released, Tobal was something of a breath of fresh air, with impressive graphics, grappling moves and a quest mode with players fighting through a series of dungeons. We don't blame anyone for buying Tekken instead, but if you can manage to find this one, you'll have fun.



TOMRI

Developer: Whoopee Camp Publisher: Sony

Reviewed: PSM 13

A rare gem, a platform game with depth, and one with a pinkhaired Neanderthal and squealing pigs. Even the most platform-weary PlayStation owners should give it a go. Tombi's immediacy draws you in, but it is the constant and varied challenges and puzzles that are guaranteed to keep you hooked - surprises lie around every corner. Don't be put off by the bizarre visuals, it's all part of the game's charm. Good luck finding the little fella, though.



TOTAL DRIVIN'

Developer: Eutechnyx Publisher: Ocean Reviewed: PSM 6

One of the most comprehensive racers around, with loads of different vehicles and tracks to attempt. Sure, there are countless quality racing games on PlayStation, but how many have 40 different cars and 36 tracks across six countries? Not. even the mighty Gran Turismo does (although this is not quite the same standard) Another ton feature is hazards on the tracks like avalanches, lava explosions and rock slides. If you can find this one cheap, snap it up.



The September 1999



STREET FIGHTER ALPHA 2

Developer: Capcom
Publisher: Ozisoft
Reviewed: PSM 22

It might lack the extra dimension of most beat 'em ups today, but Street Fighter's gameplay is still hard to beat, especially for two players. It was overlooked because most pundits were bored of playing Streety years ago, and wanted all-new whizzy Tekken in its 3D splendour. But with the Tekken series in your collection, there's no reason not to add this beauty. It's the culmination of countless years of gameplay tweaking on one of the biggest gaming franchises ever.



SUPER PUZZLE FIGHTER II TURBO

Developer: Capcom Publisher: Virgin Reviewed: PSM 4

A hugely satisfying puzzler that just keeps improving the more you play it. But perhaps noone could understand how a puzzle game based around the Street Fighter characters could be any good. We have, after all, grown up since our button-bashing days, right? And yet this is a treasure of a puzzle game that's impossible to put down, especially in two-player mode. We rate it almost as highly as the monumentally superb Bust-A-Move.



SUPERSONIC RACERS

Developer: Supersonic
Publisher: Mindscape
Reviewed: PSM 3

Admittedly, it's not as good as Circuit Breakers or Micro Machines, but what makes it still a brilliant buy is good old-fashioned playability. It's surprisingly good fun for single players and a riot with a pack of eight huddled around a telly. It's a polished, addictive and splendidly enjoyable racer. In multiplayer mode, it's a frenzy of bashing and skidding in all manner of lovingly created vehicles, and we're at a loss to explain why it never sold.



SYNDICATE WARS

Developer: Bullfrog Publisher: EA

Reviewed: PSM 5

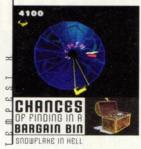
A superbly crafted game that will delight and entertain. It has bags of depth, and stands up more than well years after its release. At the time, we said it was a must-buy, yet precious few heeded our advice, perhaps fearing the strategy action was too complex. Certainly the game isn't patronisingly easy, but rather gloriously challenging. It's also gorgeous to look at and has a satisfyingly dark and sinister take on the future. Plenty of replayability, too.



TEMPEST X

Developer: Atari Publisher: Interplay Reviewed: N/A

One of the fastest, hardest, most intense and exciting shoot 'em ups you'll ever play. Unfortunately, remakes of old classics tend to fall on slightly deaf ears, and the punters are usually right to ignore them. But Tempest X is a sleek, shiny, sexy powerhouse with great music, eye-threatening graphics and the sort of simple and effective gameplay that makes even cynical old games journos weep for joy. Atari's last hurrah. Rest in peace.



VANDAL HEARTS

Developer: Konami Publisher: GT

Reviewed: N/A

A careful blend of riveting storyline, cute animation and devastating gameplay from the champs at Konami. Maybe the Japanese feel put most punters off, or perhaps it sounded too strategy-orientated, but poor GT couldn't give it away. It's all very disappointing, because Vandal is a satisfyingly scripted, wonderfully realised series of set-piece battles in the style of the brilliant X-Com games. It's refreshingly different and you'll love it. Just give it a go... Please.

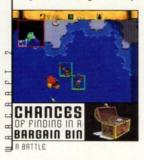


WARCRAFT 2

Developer: Blizzard Publisher: EA

Publisher: EA Reviewed: *PSM* 6

More detailed than Command & Conquer, with loads of options and a lot more personality. But sold bugger all on PlayStation compared to C&C. Strategy games have typically had a hard time finding an audience on the PlayStation. C&C managed it, but for some reason the battle of the orcs and humans didn't. It's a shame because Warcraft has more satisfying base building elements, a more open mission structure and a more satisfying storyline. Absorbing and funny.



WARHAMMER

Developer: Mindscape Publisher: Mindscape Reviewed: PSM 3

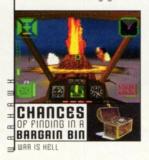
Warhammer was sub-titled Shadow of the Horned Rat, which is enough to put anyone off. But look beyond the horrendous title and you'll find a great strategy game. It has two main sections, a management side where you select which contracts to carry out, learn about new items and spells you've discovered, and choose your units for each battle, then it's onto the main battlefield where combat is turn-based. It's a little different and the level of detail is quite astonishing.



WARHAWK

Developer: Sony Publisher: Sony Reviewed: N/A

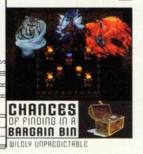
A terrific-looking and demanding flight sim that offers a wide and varied range of thoroughly addictive carnage. Warhawk was released here in the first months of PlayStation, so it's no surprise it got overlooked, but if you manage to find a copy today, you'll find there's so much action and explosions, that at times it's almost difficult to see what's happening. There's even a tactical element to the game, with management of shields. A difficult but rewarding game.



WILD ARMS

Developer: Sony
Publisher: Sony
Reviewed: PSM 20

A simply superb role-playing game. But it seems if people don't see the words Final Fantasy on the title, they won't buy it. When will you all learn that the Japanese make some incredible games? It's more complicated than Alundra, but also offers more depth and variety. It boasts many clever ideas and features all of its own, along with a gripping plot and a unique world to explore. Slick, fun and polished, and a must-buy for any role-playing fan. P













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Wipeout 3 has been the office favourite this month, but with X-Files, South Park and WWF Attitude also around there was plenty to talk about. G-Police 2 and Point Blank 2 are also not to be sniffed at. If you want a real bargain this month though then look no further than Resident Evil 2 and Tekken 3 at their new Platinum price points. Bargains!

PSM ratings

- For games that are just perfect. A must-buy.
- E Highly recommended, this is a great game to play.
- 3 Very good. Well worth considering as a title.

ILLUSTRATION BY TAM MORRIS

- 7 Not bad, but minor flaws mean we have doubts.
- Fairly average. Not really worth purchasing.

- The wrong side of average. We'd avoid it.
- Looking pretty dodgy. Major problems here.
- Very poor. Something has gone badly wrong.
- Rubbish. An inept, short-lived game. Just crap.
- 🛂 Take CD from sleeve and use as coffee coaster

REVIEWED

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GAME OF THE MONTH!

Wipeout 3

The world's trendiest videogame is back. Wipeout was one of the most important games in fashioning the PlayStation's street cred, and the third instalment is the best yet.

Developer: Psygnosis Release date: September

Origin: UH

Publisher: Sonu

Style: Puturistic racer

Price: \$79.95

peout 3 is the stuff that'll get even the most jaded gamer excited. It's fabulous. Everything that made its predecessor the coolest racing experience on any console has been left intact: the music, the stunning visuals, the outrageous speed, the futuristic styling.

But Psygnosis has managed add plenty of new features and ensure that this is comfortably the best in the series, without ever threatening to throw the baby out with the bath water. It would have been a serious mistake to try and make the game fresh and win over a new audience by ditching features that made the Wipeout and 2097 so wonderful.

The eight tracks in Wipeout 3 are all set within one futuristic city, and the track design is inspired. There are much longer circuits, with smoother, more fluid designs. Once you learn the tracks, top pilots will find they don't have to slow down as often, and when

you hit multiple speed pads the exhilaration is extraordinary. There are more jumps, drops and other vertigo-inducing devices than in 2097. You'll feel giddy as you go down the corkscrew for the first time, gaining speed as you spin round and round. Most tracks also offer multiple routes, with shortcuts for the brave and agile, or perhaps more power-ups rewarding a longer route for aggressive types.

Wipeout 3 is easily the fastest racer in the series. The whiteknuckle speed is emphasised on every track. And showing its commitment to speed, Psygnosis has added hyper-thrusts, utilised by pressing R1 on the shoulder pads. These boosts provide an enormous speed increase, so quick you'll press back against your chair with the inertia. But the thrust also quickly drains the ship's energy and leaves you vulnerable to attack. Another new inclusion is a look-behind L1 button, but you have to be awfully bloody quick to use it. There's also now a cockpit view that looks fabulous

There are eight teams in Ulipeaut 3 including three new ones: Goteki 45, Assegai Developments and Icaras. Each team has new craft design and different strengths and weaknesses.



ASSEGAI DEVELOPMENTS



AURICOM



FEISAR



PIRHANA ADVANCEMENTS











- 1 The spectacular introduction sets the tone for the whole experience.
 - 2 Shades of the Star Wars trench run at Mega Mall.
 - 3 A tight contest at the Terminal circuit.
 - 4 Wipeout 3 is easily the most stylish racer ever.
 - 5 We love the starting grid screen at Manor Top. Just so cool.

 - 6 After a huge jump at Porto Hora. 7 The cockpit view looks fabulous, but it is only for very experienced pilots.
 - 8 At the Stanza Inter circuit, the track is high in the air and nestled among the futuristic skyscrapers.





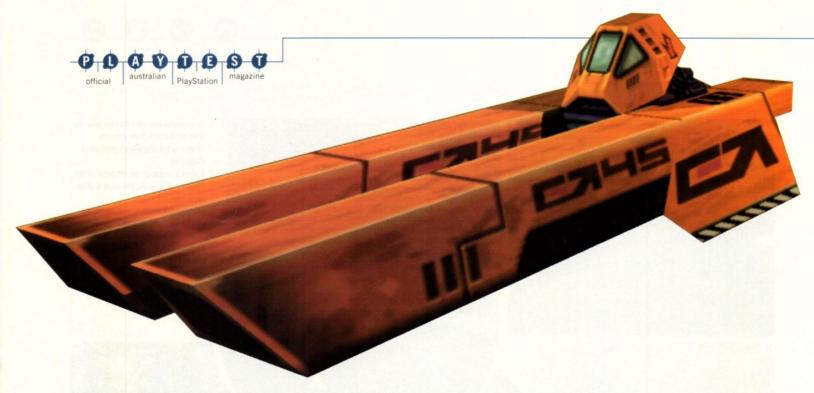








Wipeout 3's multiplayer options set the game apart from predecessors. You can chose horizontal or vertical splitscreen, there's support for widescreen TVs, and you can play against a friend in Single Race, Tournament and Eliminator.



but, again, only very experienced pilots need apply.

Wipeout 3 is set in the future beyond 2097, so technology has improved and the ships behave better. With eight teams to choose from with unique attributes, you'll soon have your favourites. Your opponents have also grown smarter, the game's computer-controlled pilot displaying far more realistic artificial intelligence. With the popularity of the Dual Shock controller, Psygnosis had to include Analog support, but the PSM jury was unsure whether it would actually improve the handling. At first the Analog seems far too twitchy and difficult to control; even pro pilots will be bouncing off the walls like ping-pong balls on their first attempt. But persevere and you won't be able to go back. The Analog helps differentiate sharp and slight bends, and allows you to recover from jumps more easily – slightly lifting the craft's nose will help

stuff at breakneck speed.

There are 12 weapons, including six new ones. Favourites from 2097 have returned, like the plasma bolt or quake disrupter that sends an earthquake rippling down the track. But in this sequel there's much more strategic collection and use of weapons.

The power-ups have been divided into defensive and offensive categories, with colour-coded pink or orange pads. You can often choose which kind of power-up you'd like to collect, although the allocation of which weapon you'll receive is still random. So if you're out in front and being hassled by other opponents, you'll head for a defensive pad, but fly over an attacking pad if you need to create some carnage and move up in the pack.

The pit lanes can also be now used more strategically. In 2097 you were forced to slow down, but in Wipeout 3 you can choose

If you're out in front, you'll head for a defensive pad, but fly over an attacking pad if you need to create carnage and move up in the pack.

maintain speed.

The Analog controls also make the game much more intuitive for beginners to pick up and play. In fact, this is a far more beginner-friendly game than the previous two, as well as offering a much smoother learning curve. Hopefully this will enable the game to reach an even wider audience. That said, the latter courses are extremely difficult, and will certainly allow the pros to strut their

how much energy recharge you need. You can fly through the pit lane slowly to receive a full charge, or just quickly whip through for a small top-up.

Most punters will prefer *Wipeout 3*'s more toned-down visuals to the garish colours of *2097*. It's very futuristic and very slick. The ships blaze through a Japanese-inspired, hi-tech city that bears all manner of funky signage thanks to Designers Republic. All over



There are 12 weapons in Wipeout 3, including six new ones: Cloak, Energy Drain, Reflector, Multi-Missiles, Force Wall and a secret weapon. They are divided into defensive (orange) and offensive (pink) categories.



Quake Disrupter: Sends a huge ruction down the track.



Cloak: Instant invisibility, preventing your opponents targeting you.



Gravity Shield: Prevents energy loss, but you can't use other weapons.



Auto Pilot: Takes the craft out of your control for a few seconds.



P/T: We're not giving this one away and you'll have to earn it!



Energy Drain: Drains energy from the nearest craft and adds to yours.



Force Wall: Your team can pass through, but enemies will hit a wall.



Reflector: Send an attack straight back to its source.



Mines: Dropped behind to annihilate tail-gaters, but can be destroyed.



Rockets: Two rockets that fire in a straight line



Plasma Bolt: Must charge up and are not guided, but destroy craft.



Multi-Missiles: Two homing missiles that target independently.

There are eight tracks in Wipeout 3. You'll have to successfully progress through the tournament classes or challenges to play them all.



HI-FUMII: A gritty industrial setting. Blistering speed and a huge jump, but loads of tough corners.



PORTO KORA: A simple, wide track with one jump and a pleasing industrial theme.



MANOR TOP: An extraordinary night course with stunning trackside scenery.



SAMPA RUN: Played at night in the rain, this is dominated by tunnels and has multiple routes.



MEGA MALL: A spectacular course with loads of jumps and a dizzying corkscrew



STANZA INTER: Demanding, fast track with lots of sharp corners nestled in the skyscrapers.



P-MAR PROJECT: A change of pace: whiz around the countryside. Features a massive jump.



TERMINAL: A wickedly fast but very difficult rampage through the city.

again, Wipeout is the epitome of cool.

We expected the graphics to be superb, but they're still startling even after whizzing around the circuits for days. We're in high-resolution territory this time around, and the effort was really worth it. Full detail is maintained into the distance, and there's almost no pop-up of objects on the distant horizon. Trackside detail is astonishing, and there are loads of little effective touches like multi-coloured vapour trails and enemy fire lighting up tunnels. The dual-angle replay mode is also lovely.

The *Wipeout* series has always been a showcase for the PlayStation, and this instalment is as spectacular as anything yet seen.

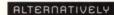
The game's front-end is sparse, and highlights the 'less is more' approach of the title. But there's certainly no dearth of playing options. In fact, Psygnosis has offered more playing modes than ever before to ensure longevity.

There's the standard Tournament, Single Race and Time Trial against a ghost, plus a Challenge Mode that offers 32 demanding challenges divided into four categories. Gold, silver and bronze medals are awarded, and challenges include racing a circuit within a certain time, or destroying a fixed number of opponents. There's also an Eliminator Mode, in which you score one point for each competitor destroyed or lap completed. And watch out for the bizarre

But the most significant option has to be multiplayer, which now includes split-screen racing as well as link. It's superb. There's an understandable loss of speed and detail when playing split-screen, but you can even play tournaments with computer-controlled opponents as well as a friend. Eliminator against a mate and computer drones is also top fun.

Wipeout's techno sound tracks have always had a significant bearing on the game's overall appeal. For the third instalment, Psygnosis has taken a slightly different direction, employing British super-DJ Sasha to choose the music and even supply five exclusive tracks. Other tunes are supplied by the Chemical Brothers, the Propellerheads, Orbital, Underworld and Paul Van Dyk.

So: the best in the series? Most definitely. It's faster, there are more playing modes, and it looks and sounds better than ever. Wipeout 3 remains the benchmark on the PlayStation for speed and style. If you buy only one game this year then make it this one.



 Wipeout 2097
 10/10 PSM 8

 Wipeout
 9/10 PSM 5

 Motorhead
 9/10 PSM 11

GRAPHICS GAMEPLAY LIFESPAN

bonus modes.

10 Toned down, but all the more effective

9 A few improvements on an already awesome racer. **10** Loads of options and brilliant split-screen multiplayer. A significant improvement, even though it is more of the same. Wipeout 3 is one of the best racers ever, and the epitome of style.





G-Police 2: Weapons of Justice

Publisher: Sony

Developer: Psygnosis

Release date: September

Origin: UH

Style: Space flight sim/shooter

Price: \$89.95

Society's gone down the toilet in G-Police 2, but at least technology has advanced, making Weapons of Justice much more playable than its atmospheric predecessor.

onsidering the alternatives (Space Fuzz, Vacuum Pigs, Cosmos Cops), the name G-Police not only suggests futuristic law enforcement, but exudes a packaged sense of cool. If you played the first game, you'll know it's a dystopien, Blade Runner-esque cool sleek, jet-powered hover-helicopters swooping through a dark magalopolis.

At best, the original was an interactive sci-fi movie, a stylised action/adventure with visual cleverness. At worst, it was a challenging, addictive fly 'n' fight shooter set in a big snow-globe. G-Police was a landmark game - a striking homage to a grim, anti-Star Trek future where cars fly, the only Dulux colour is grey and nobody's allowed to buy new light globes. It should come as no surprise the game has been recycled for a classier follow-up. Enter Weapons Of Justice: more of the stuff you liked from the original (dogfighting between skyscrapers, ludicrous weaponry) and less of the stuff you didn't (lousy controls, steep learning curve). Not only that, but Psygnosis has crammed in a host of fresh features and ideas, sucking the excess fat from the concept to make its zero-G chopper sim leaner and fitter than ever before. It conforms to the bigger-better-more principle that characterises most sequels - but what's wrong with having a bigger game world, better 3D graphics and more missions, weapons and vehicles? Retaining the same basic gameplay, Weapons Of Justice continues where the first G-Police left off. With the evil Nanosoft megacorporation defeated, the safety of the bubble cities on Callisto is now threatened by an outburst of gangland terrorism. As part of the moon's thin blue line, your task is to fly a Havoc gunship through 35 missions, scanning transports for illegal goods, escorting military bombers, and destroying gang installations. With three difficulty levels, 12 secret objectives and an outrageous arsenal of weaponry (from industrial lasers to Napalm rockets). G-Police 2 quickly changes from play-with-one-hand-behind-yourback easiness into a challenge that will push your gaming skills

to the limit. Weaving between the towers of the game's endlessly dark domeland, it starts by throwing only the basic sort of enemy at you, before sending faster ones, then bigger ones, and finally bigger and faster ones to hasten your trip to 'Game Over' frustration. While the controls are still a little twitchy, the game's improvements more than make up for it. Cosmetically, Psygnosis has solved the flying-into-buildings problem that plagued the first instalment. A desire to keep G-Police's frame rate high, ensuring the gameplay remained fast and smooth, meant its draw distance was reduced. This often led to the Gothic buildings suddenly popping out of the darkness when you flew close to them. Now, structures beyond the draw distance are now shown in green wireframe, giving you a much better idea of what lies ahead.

Better still, Weapons Of Justice features three new vehicles and squashes three new game styles into the original G-Police mould. Alongside the bog-standard Havoc and the more advanced Venom gunships, players now have the chance to drive around at 200mph in a Rhino APC, stomp around in a two-legged Raptor robot and blast into space in a Corsair deep-space fighter. Changing vehicles brings an extra edge to the game. Just as you've got used to the hovering battle platform that is the Havoc or the Venom, you need to develop 2D-based tactics and new navigation skills for missions in the Rhino. Similarly, a switch from tank-warrior to mech-warrior in the Raptor means tactics must be adapted again. And if you make it to the end of the game, dogfighting with the Corsair requires skills more readily associated with Colony Wars.

Weapons Of Justice rarely tests your boredom threshold. Big on atmosphere, it's the perfect sequel - the same great concept, but with better graphics, a new storyline, new weapons and new vehicles. Flying through the cities is still fiddly, and the missions can veer towards the repetitive. But while it lacks the impact of the original, it's a sharp and stylish arcade blaster that will test your brain as well as you button-thumping stamina. B



ALTERNATIVELY

Colony Wars: Vengeance 9/10 PSM 17 8/10 PSM 6 G-Police Colony Wars 8/10 PSM 6

VERDICT



- GRAPHICS GAMEPLAY
- LIFESPAN
- 8 An unwashed Blade Runner meets Judge Dredd.
- 8 Hover, fly, drive and stomp around your beat.
- 8 It's only forgiving until mission ten.

Arcade-style shooter gives an extra dimension thanks to versatile gameplay and stylish presentation. An excellent sequel to a landmark game.

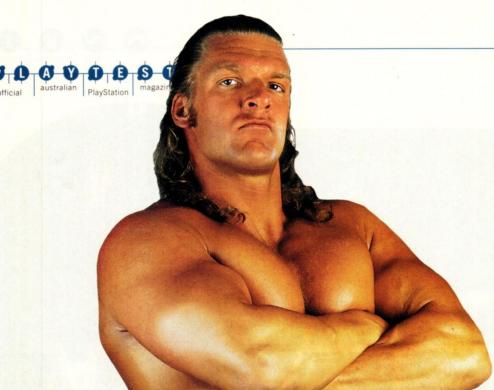














IUF Attitude

Bright lights, oil paint, fancy dress, evil baddies. Is it pantomime season already? Nope, it's just another WWF game from Acclaim.

Publisher: Acclaim

Developer: Acclaim

Release date: Out now

Origin: US

Style: Wrestling

Price: \$89.95

restling, or 'competition combet cuddling', has been consistently popular as a form of entertainment. However, in the real world, to call this phenomenon a 'sport' is pretty dodgy.

Many videogames have tried to reproduce the wrestling experience, while adding a new element - 'genuine competition'. Sadly, most have been visually acceptable, but have floundered in the gameplay department. This is because wrestling essentially focuses on 'grappling', but most games haven't given you access to enough true wrestling moves to be convincing. Thankfully, WWF Attitude doesn't have this pitfall. It uses a clever special-move system which lets you toss your opponent around with gay abandon. You can do a normal standing grapple and throw: pick your

to suffer from this lower-common-denominator approach. Moves like wristlocks, simple throws, punches and kicks are often more effective in the heat of the battle. So even though there are lots of amazing special moves, you will find that unless you are a dexterous joypad junkie, you won't be able to use them often.

At least there is a Tie-up meter. This tells you how tired you are, and more fatigued wrestlers are more vulnerable to advanced moves, as they take a long time to perform even simple moves. Attitude plays reasonably well on the whole, but it is frustrating when successful-looking grapples are sometimes ignored, leaving you standing there all vulnerable and within grab range. Before you know it, the other wrestler has slammed your rather sorry head into the mat. This is unfair, but it doesn't happen too often.

The wrestlers move extremely well and the skeletal animations, coupled with the texture-mapped 'skins' and facial features, are the best in the business.

adversary up off the canvas, toss him into the ropes, and flip him as he comes running back at you, knocking him out of the ring. You can even force your victim up into the corner turnbuckle for a real good old-fashioned thrashing. There are heaps of basic onebutton throws and moves. You can also taunt your foe, and some of the aerial manoeuvres are devastating. The game has more sneaky moves than most state premiers.

World Wrestling Federation fans can use some of their favourite stars, including a follicly challenged Stone Cold Steve Austin, The Undertaker, and the perplexing Mankind. Owen Hart also makes a posthumous appearance, and the game is dedicated to him.

Taking a cue from Tekken, there's a huge number of special moves, pins and throws. There is a lot of variety and the controls are the most sophisticated of any wrestling game to date.

That said, you will have to be very good at using some of the more advanced special moves that commence with a grapple, as it is very easy for your opponent (either computer or human) to use a pissy wristlock against you while you are busily doing a more complicated move. This is annoying, as the gameplay tends

As an audio-visual feast, Attitude is an eye-opener. The wrestlers move extremely well and the skeletal animations, coupled with the texture-mapped 'skins' and facial features, are the best in the business. Even though the music is your typically macho wannabe rock crap, the crowd noise and the commentary is excellent. The crowd has special chants for each wrestler, and the commentators astutely call the action play by play.

Attitude has so many match options it is hard for the uneducated to see the difference between many of them. There are the more predictable options like royal rumble, tag-team match, and survival, plus options for those of you who want a little two-on-one action, or who like to use weapons to bludgeon your foe. You can design your own customised wrestler, even selecting special moves, fighting style and the attitude the crowd will have (the people never really took my 'Big Bubba the Gimp' to their hearts).

Attitude may not be the most cerebral game out there, but it is a slammin' option if you have a few friends (and an appropriate supply of beer/energy drinks) around on a Friday night.

Steve Polak

ALTERNATIVELY

WWF Warzone 7/10 PSM 15 6/10 PSM 11 WCW Nitro WCW Thunder 5/10 PSM 21



GRAPHICS GAMEPLAY LIFESPAN

- 8 Fantastic skeletal animation and texture-mapped 'skins'.
- The way the game forces you to rely on simpler moves is disappointing.

8 The career mode will take a while to crack, and there are heap's of options.

A very slick effort which will delight beefcake lovers everywhere. Others may even be convinced that a cleavage does look good on a bloke.









Analog







Publisher: Acclaim

Developer: Appaloosa

Release date: September

Origin: US

Style: First person shooter

Price: \$89.95

Almost in time to take advantage of the South Park film hype, and well after its release on other formats, South Park finally arrives on the PlayStation better for the wait but still lacking real credentials.

nce every 666 years an evil comet nears the Earth, causing unspeakable catastrophes and unseasonable weather. Our fevourite fet-boy-not-so-slim Cartman has had a close encounter of the evil kind, losing his mother to mysterious aliens and finding South Park besieged by psychotic turkeys. Welcome down to South Park.

For a while now you've had to put up with Nintendo owners waving their copy of South Park around in front of you in a vain attempt to make you jealous. Of course this only worked if you were a South Park fan and usually resulted in said Nintendo 64 owner being asked where their copies of Gran Turismo, Metal Gear Solid and Resident Evil had got to. "I dunno but I've got this new one and it's just like Mario Kart only instead of Mario it's got a big fluffy bunny and instead of Karts it's got prams with big pink bows on them. How hardcore is that, eh?" Hmm, indeed.

Thank God you don't have to put up with that any more, courtesy of the people at Appaloosa. They took the code from the original developer Iguana and ported it over as best they could.

In fact with all this extra time to develop the game, Appaloosa said that it might add even more features. Extra fruity bad language was one idea that was put forward, but we couldn't find any evidence of that.

If you've spent the last four months charting the uninhabited regions of Borneo, or just didn't care at the time, *South Park* is a first-person action title that puts you in the shoes of those four little terrors Cartman, Stan, Kenny and Kyle, pitting you against the forces of evil as well as a few giant chooks. The town of South Park and its surrounds have been rendered faithfully in the simple style of the TV series and movie (with added pea-soup fog) and the developers have shoved in as many of the characters and

quirks from the show as they could sensibly fit in.

There are five episodes (levels) in the game with each one having tougher aliens and enemies than the last. Of course, your weapons get bigger and sillier as well, with cow launchers, sniper chicken guns and even Mr Hanky the Christmas Poo helping to even out the odds. During the course of the adventure you'll converse with Chef in his luv shack, Mr Hat, Big Gay Al and many other characters who help the story unfold.

While all this may make the game sound exciting, you can probably tell from the score that all is not as it seems. Unfortunately single-player *South Park* gets very repetitive and tedious after a while as the levels and enemies aren't all that different. The most fun to be had is definitely in multiplayer mode, where you can cuss at your friends and hurl cows at them. But there's only a two-player split-screen, not four, which is a bit of a downer.

Even though the PlayStation version is virtually identical to the Nintendo 64 offering, it does have one significant difference that makes it better: the Dual Shock controller. South Park might be a simple game but it is definitely the most playable first-person action title on the PlayStation so far because of its use of Sony's great little pad. With the left stick controlling directional movement and the right aiming and sidestepping, the characters are excellent to control. Hopefully Activision with Quake II, and other developers making shooters for the PlayStation, will take note of this control set-up.

You really have to be a fan of the show to love this one. It doesn't stand up too well as a single-player game in its own right; it's more a solid piece of merchandise than gaming heaven. But the multiplayer action is pretty good and should have you and your mates swearing and giggling like school kids in the playground. George Soropos



ALTERNATIVELY Duke Nukem: Time to Kill

8/10 PSM 15 Lifeforce Tenka 8/10 PSM 4 Doom 8/10 PSM 17

VERDICT



GRAPHICS GAMEPLAY

LIFESPAN

- 7 Foggy but fast and true to the style of the show.
- 6 Too repetitive in single-player mode
- 4 Not much here to hold your interest for long

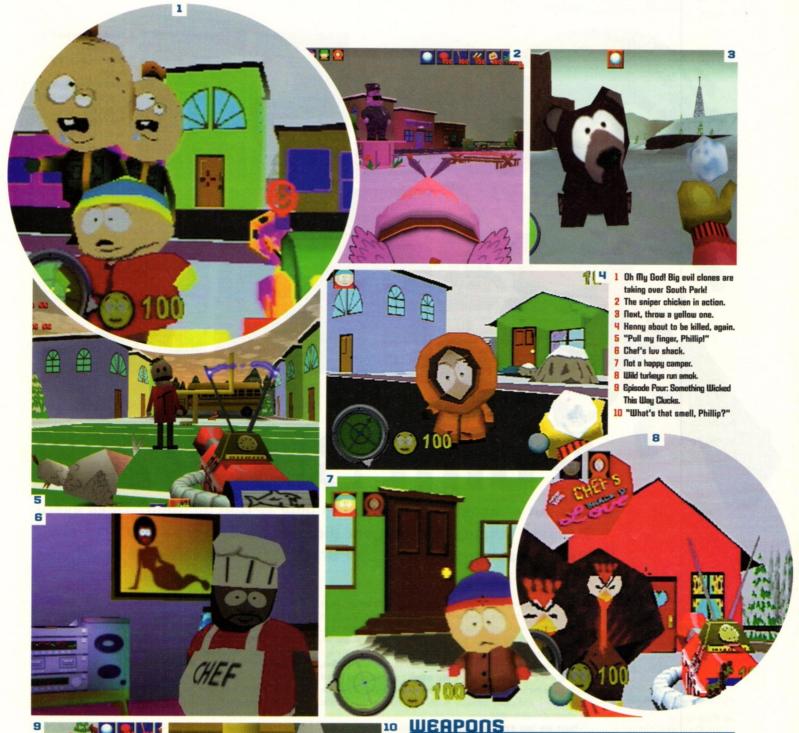
A good addition to your collection of *South Park* merchandise if you're a fan, not so good if you aren't.Bog-standard shooting fun with a *South Park* feel.





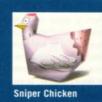














Dr Mephisto's Warpo Ray





Sponge Dart Launcher





Toilet Plunger Launcher















Run out of banks to hold up with your G-Con lightgun? Does every 7-Eleven employee have your picture taped to their cash register? Well at least you'll have Point Blank 2 to while away the long hours in your prison cell.

he problem with lightguns has always been the lack of titles to use them with. At least Namco has been better then other developers in supporting its gun. Time Crisis, Point Blank and now Point Blank 2 are all

Point Blank 2 is a genuine sequel to the original in that it takes up where the last one left off. If you haven't played Point Blank you'll be in for a shock, as the beginning difficulty of PB2 is the same as the end-game difficulty in the first version. This one is for sharp shooters only!

There are four game modes: Training; Point Blank Castle (the standard competition mode with Arcade, Endurance, and Versus options); Theme Park (a quest mode featuring four theme parks full of shooting games); and Party (Tournament, Team Battle, and Turf War competition for up to eight players).

Multiplayer action has been enhanced to offer two-player modes in Arcade, Endurance, and Versus modes in Point Blank Castle, as well as Tournament (four players), Team Battle (eight players), and Turf War (four players) modes in Party mode. Instead of using a split-screen for the multiplayer levels, players compete against one another, and the clock, on the same screen. Phew!

There are 70 all-new stages featuring an array of interesting objectives, including shearing sheep with your gun, vandalising a

8 High difficulty level and great multiplayer action.

house (heavens, what are we teaching the children?!) using a rollercoaster for target practice, using your sharp-shooting skills to sculpt artworks, and lighting fireworks with your bullets. Twodimensional sprites still dominate the game, but they've been improved with an occasional 3D rendered image here and there. Though the cartoonish graphics fit the game perfectly, Point Blank 2's fun comes from the gameplay, not the visuals.

Point Blank 2 is more fun to play than the original, with less repetitiveness and more detail. There are bottles scattered around the levels for extra points. The villains now cruise past you in buses and on truck beds instead of just acting like soap opera stars (that is, like they've just been paralysed by a snake bite). You can even shoot out the glass windows of the vehicles to hit the bad guys or shoot out the neon signs around Tokyo.

The only complaint I have is to do with the music. It's appalling. Listening to your baby sister singing the national anthem would

But if you're looking for a great party game or just trying to brush up for Armageddon, you really can't go past Point Blank 2. It's zany, funny, challenging, and just plain fun. And who can resist the charms of those madcap intrepid explorers, Dr Dan and Dr Don? Not I. B

George Soropos

ALTERNATIVELY

Price: \$59.95 or \$109.95 with

Point Blank	9/10 PSM 8
Time Crisis	9/10 PSM 18
Judge Dredd	6/10 PSM 7

LIFESPAN

Publisher: Sanu

Origin: Japan

Developer: Namco

Release date: Out Now

Stule: Gun shooter

the 6-Con 45 gun



BRAPHICS	6	Utilitarian, practical visuals.
SAMEPLAY	7	Be prepared for arm aches Lots of arm aches.

It won't appeal to everyone, but Point Blank 2 will liven up a dull party and is a mustbuy for those with itchy trigger fingers.

Official PlayStation Magazine

FAPremier LeagueStars

A soccer sim that requires both soccer management and playing skills. Sounds promising, but however effectively you train your players, you can't teach the ball to obey the laws of physics.

he prospect of a soccer game combining a modified FIFA engine with decent management elements has caused more than a little excitement here at PSM. Not since Sensible World Of Soccer on the Amiga has a game successfully combined management with a game that's actually worth playing.

As in *SWOS*, the management side of *FAPLS* has been kept simple, which is not to demean it in any way – it has just been kept at a level where it can be enjoyed by players of any age. Options available when starting a new season include configuring the duration of any injuries and match bans, ranging from realistic to non-existent.

Money, the root of all that is wrong with sport today, has no part to play in *FAPLS*. Instead, players' values are measured in stars, which are earned by performing well on the field. The more you win and the better your performance – stars are not awarded by merit of victory alone – the better your team can be. You begin with a team of duffers. After time and patient, thoughtful expenditure of resources, you can turn your workhorses into soccer thoroughbreds. Specific areas for individual player improvement include speed, control, power and shooting. Any increase tends to be quite noticeable on the pitch. Alternatively, stars can be saved up and used as currency on the transfer market. It's very RPG-like, this incremental, balanced growth and progression business. Complemented by a fair game engine, it could make an otherwise average soccer game rather good.

The real problem – if one flaw must be isolated – is that *FAPLS* has an inadequate frame rate, making for awkward viewing and highly unpolished play. Imagine a game where a ball situated behind a player just inside the penalty box can be nestling inside the net within a second. Or where a cross passes two poised forwards with an unnaturally accelerated judder that makes centimetres out of acres. But that's not all – the players have the turning circle of cows. For every turn of an angle greater than 90 degrees, you are subjected to a convoluted piece of animation as your man realigns himself.

Then there's the silly stuff. Why does a man making a throw-in always need to take a huge run-up? Why do computer-controlled teams repeatedly make huge crosses that go out of play? Why do the opponents become so damn predictable after just a few games?

The match ball also has an odd propensity for being tireless on the roll. Kick a lofted through-ball, and it can roll without reference to real-life physics until it goes out of touch. Frustrating.

FAPLS is diappointing because it just doesn't inspire faith – that vastly underestimated aspect of gameplay. You have to trust a game not to cheat you, or to make a mockery of your skills with dodgy design or coding. The stars system and management areas are ingenious and well executed, but unfortunately, the more important action side of the game leaves a lot to be desired.

Justin Calvert

Publisher: EA

Developer: EA Sports

Release date: Out now

Origin: UK

Style: Soccer sim

Price: \$79.95







- 1 The Red Devils score against the hapless Socceroos...again.
- 2 It doesn't look as good as *PIPA '99*.
- 4 Stats. Gotte love 'en
- 6 The Evil Pied Piper chuckled as he entered the stadium.







ALTERNA	TIVELY
ISS Pro '98	9/10 PSM 16
FIFA '99	9/10 PSM 18
FA Manager	7/10 PSM 24

VERDICT

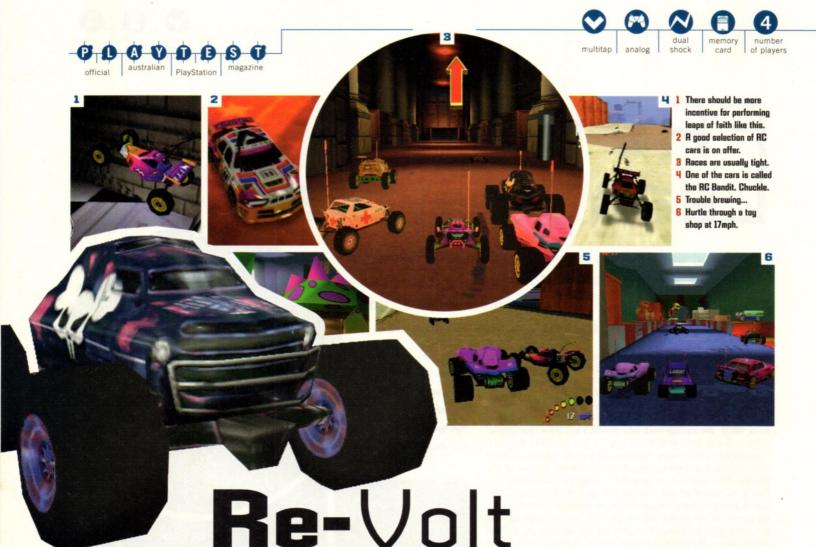
GRAPHICS GAMEPLAY LIFESPAN 5 Not as good as its predecessors – why not?

4 For the first three matches, it's painful. Thereafter...

5 The stars system has a habit of pulling you back in.

The overall feel here is one of mild disappointment. This should have been the PlayStation's answer to *Sensible World of Soccer*, but it isn't





This game involves a trip to the supermarket. Exciting, eh? Actually, yes it is, when the supermarket is just one part of a radio-controlled racer circuit.

nother racing game for the PlayStation. So what? Shop shalves are packed solid with 'am. Re-Volt, however, makes it into the winner's circle of racers. It's not run-of-the-mill. The cars are radio-controlled and not your usual fuel-guzzling beasts.

The miniaturised vehicles mean you get to race in ultra-cool places – like a supermarket, a toyshop, a museum and around the local streets. In this regard, *Re-Volt* is something of a fantasy fulfiller, and will put huge grins on the faces of anyone whose mothers never let them run amok around the neighbourhood.

As you can imagine, these tracks have perilous features. A rolling basketball or a puddle of oil can ruin your race, while finding your way through industrial pipes or supermarket aisles can get pretty testing, especially with opponents taking potshots at you.

As usual, more wins unlock more tracks and cars $-\,28$ cars in total, all of which are bundles of fun. The tracks are well constructed, and zooming across a polished supermarket floor or a marble surface in a museum is a new(ish) and sometimes slippery experience. The freedom to explore the courses is another definite plus. Finding the best shortcuts is a never-ending affair with launching pads and fast, wide overtaking manoeuvres.

Race status is shown in terms of both top speed and your distance from opponents ahead or behind you. It can be pretty maddening to lose a race for one mistake, especially when you suspect that the sadly predictable computer-controlled cars cheat. There are jumps that should be fun, too, but you're often penalised rather than rewarded for leaps. Spinning out around corners and crashing

head-first into obstacles are, however, the biggest setbacks.

The RC cars fit into various classes and have the usual individual variations like top speed, acceleration and weight, plus front-, rear- and four-wheel drive options. All the cars handle reasonably well and, depending on the model, take corners and react differently when hefty jostling for position is taking place – heavier cars will knock around the lightweights. But none of the cars are real-life replicas, which may be a turn-off for radio-control buffs.

Gameplay remains realistic, as surfaces and cars both react as you'd expect them to, so don't expect your car to break the sound barrier! In fact, the action might be a little too pedestrian for some. Re-Volt includes a couple of great power-ups, like a rocket launcher and water missiles. Blasting opponents from the course is as fun as always, and four-player action gets bloody competitive! Battle Mode is fun too, with large, well-designed courses and the challenging placement of the power-ups, though you can't keep accumulating weapons and power-ups are too rare.

Games developers seem to be recognising the immense value of track editors. *Re-Volt* has a good one, enabling you to make the track of your dreams complete with humps, dips, banked corners or huge straights. Tracks can be saved to your memory card.

The tracks in *Re-Volt* are definitely the game's strength. It's the ability to race wildly through supermarkets and the like that pushes this game up a notch from the crowds of mediocre racers. But it's not perfect, and it remains an excellent idea that could have been executed just a little better.

Richie Young

ALTERNATIVELY

Micro Machines 3

Publisher: Acclaim

Developer: Probe

Origin: UH

Release date: September

Style: Arcade racer

Price: \$89.95

9/10 PSM 9

Speed Freaks 8/10 PSM 25 Circuit Breakers

7/10 PSM 14

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 7 Well constructed and detailed environments.
- **7** Opponent AI is pretty poor, but individual car handling is great.
- 7 Track editor and multi-player modes will keep you going.

Re-Volfs a good little racer that could have become legendary with just a little more tweaking. Most gamers should go with the Freaks instead.

Attack of the Saucerman

Publisher: Sony Developer: Psygnosis Release date: Out now Origin: UH Style: Action Adventure

Players: One Entras: Memory card Price: \$59.95

If you have seen the movie *Mars Attacks* then you know where this game is coming from. It's a very silly adventure, which tries to be funny and fails pretty spectacularly. You are a weird gawky alien guy (a bit like ET, but obviously minus the Spielberg special effects) and you must battle mankind (your

captors) while also collecting these odd little yellow creatures called 'Neddies', which somehow help you save the galaxy. I'm sure it

made sense to Psygnosis at the time. (Just what were they on?)

The visuals are very jerkily animated, the levels are simple, and for the most part very one-dimensional, and the 3D combat is too easy and just plain dull.

This is one of those rare games that you can safely say is likely to be a waste of time no matter – no matter what age you are.

Perhaps the very young might get some fun out of it. It is about as hard to play as Rugrats. SP



Resident Evil 2

Publisher: Ozisoft Developer: Capcom Release date: September Origin: Japan

Style: Action adventure Players: One Extras: Memory card Price: \$49.95

The most thrilling, sweat-inducing, terrifying gaming experience on PlayStation. It's not the longest game in the world, but it more than makes up for that in quality. As Leon the rookie cop or the feisty Claire, you're thrust into a city overrun by zombies feasting on still-warm corpses. The richly detailed settings



are a marked improvement on the original, and the atmosphere and suspense is superb, making you feel genuinely tense as you open a door or enter an unexplored area. And the dull click of the trigger of an empty revolver as a zombie comes toward you is panicinducing. There's a wide range of weapons, plus puzzles to solve, although most players shouldn't find them taxing. Once you've completed the game with one character, you get to play again with the other; the scenarios are different and progression throughout the first game affects the second. While its schlock horror won't appeal to everyone, *Resident Evil 2* is wicked fun. JH



MediEvil

Publisher: Sony Developer: Sony Release date: September Origin: UH Style: Action adventure

Players: One Extras: Memory card Price: \$39.95

Sir Dan Fortesque has been summoned from the grave to fight the wicked magician Zarok and his legion of zombie minions. Early levels suggest the game is a simple button-bashing exercise but there are some great tough puzzles, wonderful set pieces and increasingly difficult foes. *MediEvil* is an imaginative and

strange brew of many different genres: it's part platformer, part 3D explorer, part shoot 'em up, and part beat 'em up. Each level is very different, providing incentive to keep adventuring. Our reincarnated knight can run or walk and use a wide variety of weapons, including throwing knives, swords, axes, clubs and even his own limbs.

Special items to collect and use include shields, door-opening runes, and money to purchase equipment. Frustrations include an often unwieldy camera and instant death for a mistimed jump, requiring traversing over already tramped ground. But despite the problems, MediEvil offers plenty to enjoy. JH



Tekken 3

Publisher: Sony Developer: Namco Release date: September Origin: Japan Style: Beat 'em u

Players: Two Extras: Memory card, Dual Shock Price: \$39.95

The best fighting game in the world, ever. Excellent from the first time you pick it up, the more you play the better it gets. *Tekken 3* is totally without equal. The game is set 20 years after *Tekken 2*, allowing for a complete redesign of the popular characters, plus the addition of new fighters. The old characters



sport new moves to complement their visual transformations. Initially there are ten characters to choose from and they are beautifully balanced, each having unique skills but none exhibiting an unfair advantage. Success will also reveal a host of extra figures. There is a wide variety of moves available, plus new sidesteps. Visuals are extraordinary, with very smooth animation and highly detailed characters. The artificial intelligence of your foes is second to none, and even experienced *Tekken* fighters will be tested. With a huge array of playing modes and secrets, no other fighting game has offered so much depth. Spectacular and addictive. JH









Analog







- 1 Spooky? No, not really.
 2 Scully and Mulder don't
- 2 Scully and Illuder don't make an appearance until very late in the game.
- 3 Use your PDA to get about.
- 4 Choose from a list of inane questions that all illicit the same response.
- 5 Mulder does his famous Dirty Harry impersonation to try to impress Scully.





The X-Files

The Game Is Out There, at last. Though *The X-Files* is not so much a game as an interactive episode of the television series.

Publisher: Pox/Sony

Developer: Hyperbole Studios

Release date: September

Origin: US

Style: Point and click adventure

Price: \$69.95

irst the bed news: you don't get to play as Scully or Mulder. Instead, you're the unassuming FBI agent Craig Willmore.

The good news is that Assistant Director Skinner has put you in charge of finding S&M, who have disappeared while on assignment. It's up to you to find out what that assignment was.

Adventure games have had a fairly bad rap on the PlayStation, mainly thanks to awkward point-and-click control interfaces simply not designed for a regular joypad. It was brave to turn *The X-Files* into a point and click game but, thanks to the analogue functions of the Dual Shock pad (you do have one, don't you?), moving a tiny cursor around the screen has never been easier.

The game is made up entirely of full-motion video sequences in which the characters interact with each other, and through which the player must search for clues and further prompts.

The quality of the FMV is unsurpassed on the PlayStation and the action sequences look just like the TV show. On a big TV the letterbox effect gives a nice cinematic feel. But FMV doesn't really work when it tries to incorporate action sequences that rely on players' reflexes, or puzzles that are frustrating because you have to use trial and error to get past them. Mixing different styles of game is never a good idea – it may well extend the lifespan, but only because the player gets stuck.

So how good is the actual plot? This is what X-Files fans will want to sink their teeth into: a mystery rich with conspiracy and paranormal activity. Your investigations start at the FBI field office in Seattle, and with your nifty electronic PDA you can travel to any location you've heard about or been told to go to. For example, you can visit a crime scene to gather evidence; then take the evidence to the lab to have it analysed; go back to the office to discuss your findings with your colleagues; and then

head off to the next location. Standard adventure game stuff, but it's put together in a way that makes you feel like you're actually making progress...most of the time.

When interrogating a suspect or talking about the case to another agent, a list of possible questions and responses comes up. Usually you just ask them all to get what you want, but sometimes where you have the option of being up-front about a topic or hiding your motives. At times you can select your emotion, such as pleasant, mean or paranoid, but not with all characters you meet and it doesn't seem to affect the outcome much.

The first half plays like a straight missing-persons investigation. There's paperwork to read, computer records to search, a couple of short field trips. It's not terribly engrossing, and it's not until the end of the second CD (of four) that anything remotely *X-Files*-ish happens – the 'scene-setting' takes up more time than it should. And when you meet Detective Astadourian – the obligatory female co-star – and she tells you her theories (explains the plot so any dummy could understand), it feels like a shortcut.

All in all, the game is disappointingly linear. There are plot twists that don't lead anywhere, but nothing you'd call a red herring. The whole experience is a lot like an average episode of the TV series, but seen through the eyes of Agent Willmore. Not an entirely bad thing, but Mulder/Scully's eyes would have been more exciting. Things do pick up as the game moves on but like the TV series, just as the action heats up, everything draws to a close in a somewhat unsatisfying conclusion.

X-Files fans will appreciate the effort that has gone into the sets and locations, and the multitude of in-jokes – the game does seem to be aimed mainly at fans who just happen to have PlayStations.

Andrew Iredale

ALTERNATIVELY

Broken Sword 2

7/10 PSM 6
Riven 6/10 PSM 8
Atlantis 4/10 PSM 22

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 8 Excellent FMV, but not so good on a small telly.
- 6 Engrossing, but not X-Files-ish enough.
- 4 Play it once, maybe twice.

More like an episode than a game, *The X-Files* is a competent, if somewhat disappointing adventure game based very much on the TV series. Recommended for fans only.



most wanted

Australia's most wanted. These are the games that 100 Official PlayStation readers we polled are most excited about. How about you? Write to the normal address and tell us what you're dying to play.



1. Gran Turismo 2

A sequel for Australia's favourite game. Patience, friends.

Release date: November 20% of vote



2. Star Wars: The Phantom Menace

The most anticipated game release in the universe. Or is it?

Release date: September 16% of vote





3. Metal Gear Solid: UR Missions

More missions for Australia's favourite sneak 'em up. We can't wait.

Release date: September 15% of vote





4. Final Fantasy VIII

Promises to be the new king of role-playing

Release date: October 14% of vote





5. 40 Winks

We will all sleep easy when we get our hands on this platformer.

Release date: September 11% of vote

no change



6. Dino Crisis

A reptilian horror adventure with all the genius of Resident Euil

Release date: November 9% of vote



7. Crash Team Racing

That crazy bandicoot Crash and friends in a hot new kart racer.

Release date: December 5% of unte



8. Resident Evil: Nemesis

The third instalment of a brilliant series. Don't play alone.

Release date: September

4% of vote



9. Urban Chaos

Huge freedom, large environments, tons of weapons. Big fun.

Release date: November 3% of vote



10. Tony Hawk's Skateboarding

A quality entrant in the skateboard genre, featuring the master himself.

Release date: September 3% of vote

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to slip faster than a one-legged cat trying to bury its turds on a frozen pond. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

September 1999		Name of the Party
Buster and the Beanstalk	Terraglyph/Sony	Platformer
Carmageddon	SC/Ozisoft	Smash 'em up
Centipede	Hasbro	Retro shoot 'em up
Dark Messiah	Konami/GT	Action adventure
Discworld Noir	GT	Adventure
Eagle One: Harrier Attack	Infogrames/Ozisoft	Flight sim
Earthworm Jim 3D	Interplay/Roadshow	Platformer
Extreme 500	Softgold/GT	Racing
Fisherman's Bait	Konami/GT	Fishing sim
Fox Sports NHL 2000	Fox/Activision	Ice hockey sim
G-Police 2	Psygnosis/Sony	Strategic shoot 'em up
Grudge Warriors	Take 2/Jack Of All Games	Shoot 'em up
Gungage .	Konami/GT	Shoot 'em up
Hot Wheels	EA	Dinky racing
Indiana Jones	LucasArts/Metro Games	Action adventure
Johnny Herbert's GP	Midas/Metro	F1 racing
Kurushi Final	Sony	Puzzler .
Legend of Kartia	Konami/GT	Role-playing
Madden NFL 2000	EA	American football
MediEvil Platinum	Sony	Arcade adventure
Metal Gear: VR Missions	Konami/GT	Sneak 'em up
Mulan Story	Disney/Sony	Platform adventure
NHL 2000	EA	Ice hockey sim
No Fear Downhill Biking	Codemasters/Ozisoft	Mountain bike racing
PGA European Tour	Infogrames/Ozisoft	Golf sim
Pong	Hasbro	Retro arcade
Premier League Manager	EA	Soccer management
Railroad Tycoon II	Take 2/Jack Of All Games	God sim
Rally Masters	Infogrames/Ozisoft	Rally racing
Rat Attack	THQ/GT	Kids puzzler
Resident Evil 2 Platinum	Capcom/Ozisoft	Action adventure
Re-Volt	Acclaim	Dinky racer
Q-Bert	Hasbro	Retro arcade
Quake II	Activision	First-person shooter
Shadow Man	Acclaim	Action adventure
Shao Lin	THQ/GT	Beat 'em up
Sled Storm	EA	Snowmobile racing
South Park	Acclaim	Shoot 'em up
Space Invaders	Activision	Retro shoot 'em up
Speed Freaks	Funcom/Sony	Kart racer
Star Wars Phantom Menace		Action adventure
Street Fighter EX+Alpha Plat		Beat 'em up
Superman	Titus/GT Interactive	Action adventure
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Tanktics	DMA/Gremlin	Strategy
Tekken 3 Platinum	Namco/Sony	Strategy Beat 'em up
Tekken 3 Platinum The Next Tetris	Namco/Sony Hasbro	Strategy Beat 'em up Puzzler
Tekken 3 Platinum The Next Tetris Tony Hawk's Skateboarding	Namco/Sony Hasbro Activision	Strategy Beat 'em up Puzzler Skateboard sim
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Tekken 3 Platinum The Next Tetris Tony Hawk's Skateboarding Urhan Chaos Wipeout 3 X-Files October 1999 All Star Tennis Armorines Chocobo Racing Cyber Tiger Dark Stone Destrega Dino Crisis Dune 2000 FIFA 2000 Fighting Force 2 Final Fantasy VIII Formula 1 '99 Fox Sports NBA 2000 Gekidd Grand Theft Auto 2 Hogs of War ISS Pro Evolution Jeremy McGrath Motorcross Kingsley Lander	Namco'Sony Hasbro Activision Eidos/Ozisoft Psygnosis/Sony Fox/Sony Ubisoft Acctaim Square/Sony EA Take 2/Jack Of All Games Koal/Sony Capcom/Ozisoft Westwood/EA EA EIdos/Ozisoft Square/Sony Psygnosis Fox/Activision Infogrames Take 2/Jack Of All Games Infogrames/Ozisoft Konam/GT Interactive TTT Psygnosis/Sony Psygnosis/Sony Psygnosis/Sony	Strategy Beat 'em up Puzzler Skateboard sim Action adventure Futuristic racer Adventure Tennis sim Shoot 'em up Chicken racing Golf sim Beat 'em up Beat 'em up Action adventure Strategy Soccer sim Action adventure RPG Racer Basketball sim Adventure Car adventure Strategy Soccer sim Motorcycle racing Motorcycle racing Action adventure
Tekken 3 Platinum The Next Tetris Tony Hawk's Skateboarding Urban Chaos Wipeout 3 X-Files October 1999 All Star Tennis Armorines Chocobo Racing Cyber Tiger Dark Stone Destrega Dino Crisis Dune 2000 Fight 2000 Fighting Force 2 Final Fantasy VIII Formuta 1 '99 Fox Sports NBA 2000 Gekido Grand Theft Auto 2 Hogs of War ISS Pro Evolution Jeremy McGrath Motorcross Kingsley Lander Messiah	Namco'Sony Hasbro Activision Eidos/Ozisoft Psygnosis/Sony Fox/Sony Ubisoft Acctaim Square/Sony EA Take 2/Jack Of All Games Koal/Sony Capcon/Ozisoft Westwood/EA EA Eidos/Ozisoft Square/Sony Psygnosis Fox/Activision Infogrames Infogrames Infogrames/Interactive THd/GT Psygnosis/Sony Psygnosis/Sony Interplay/Roadshow Interplay/Roadshow	Strategy Beat 'em up Puzzler Skateboard sim Action adventure Futuristic racer Adventure Tennis sim Shoot 'em up Chicken racing Golf sim Beat 'em up Beat 'em up Action adventure Strategy Soccer sim Action adventure RPG Racer Basketball sim Adventure Car adventure Strategy Soccer sim Motorcycle racing Adventure Puzzle adventure Puzzle adventure Platform adventure Platform adventure
Tekken 3 Platinum The Next Tetris Tony Hawk's Skateboarding Urban Chaos Wipeout 3 X-Files October 1000 All Star Tennis Armorines Chocobo Racing Cyber Tiger Dark Stone Destrega Dino Crisis Dune 2000 FigA 200	Namco'Sony Hasbro Activision Eidos/Qzisoft Psygnosis/Sony Fox/Sony Ubisoft Acctaim Square/Sony EA Take 2/Jack Of All Games Koai/Sony Capcom/Qzisoft Westwood/EA EA Eidos/Qzisoft Square/Sony Psygnosis Fox/Activision Infogrames Take 2/Jack Of All Games Infogrames/Qzisoft Take Zidack Of All Games Infogrames/Qzisoft	Strategy Beat 'em up Puzzier Skateboard sim Action adventure Futuristic racer Adventure Tennis sim Shoot 'em up Chicken racing Gott sim Beat 'em up Beat 'em up Beat 'em up Strategy Soccer sim Action adventure RPG Racer Basketball sim Adventure Car adventure Strategy Soccer sim Motorcycle racing Action adventure Puzzle adventure Puzzle adventure Puzzle adventure Platform adventure Futuristic racing
Tekken 3 Platinum The Next Tetris Tony Hawk's Skateboarding Urban Chaos Wipeout 3 X-Files October 1090 All Star Tennis Armorines Chocobo Racing Cyber Tiger Dark Stone Destrega Dino Crisis Dune 2000 Fifa 2000 Fifa 2000 Fifa 2000 Fifa Porce 2 Final Fantasy VIII Formula 1 '99 Fox Sports NBA 2000 Gekido Grand Theft Auto 2 Hogs of War ISS Pro Evolution Jeremy McGrath Motorcross Kingsley Lander Messiah Motorhead 2 Nascar 2000	Namco'Sony Hasbro Activision Eidos/Dzisoft Psygnosis/Sony Fox/Sony Ubisoft Acctaim Square/Sony EA Take 2/Jack Of All Games Koal/Sony Capcom/Ozisoft Westwood/EA EA Eidos/Dzisoft Square/Sony Psygnosis Fox/Activision Infogrames Take 2/Jack Of All Games Infogrames/Dzisoft Konami/GT Interactive THO/GT Psygnosis/Sony Interplay/Roadshow Infogrames/Ozisoft EA	Strategy Beat 'em up Puzzier Skateboard sim Action adventure Futuristic racer Adventure Tennis sim Shoot 'em up Chicken racing Golf sim Beat 'em up Beat 'em up Action adventure Strategy Soccer sim Action adventure RPG Racer Basketball sim Adventure Car adventure Strategy Soccer sim Motorcycle racing Action adventure Puzzie adventure Puzzie adventure Puturistic racing Racing
Tekken 3 Platinum The Next Tetris Tony Hawk's Skateboarding Urban Chaos Wipeout 3 X-Files October 1000 All Star Tennis Armorines Chocobo Racing Cyber Tiger Dark Stone Destrega Dino Crisis Dune 2000 FifA 2000 Fighting Force 2 Final Fantasy VIII Formula 1 '99 Fox Sports NBA 2000 Gekido Grand Theft Auto 2 Hogs of War ISS Pro Evolution Jeremy McGrath Motorcross Kingsley Lander Messiah Motorhead 2	Namco'Sony Hasbro Activision Eidos/Qzisoft Psygnosis/Sony Fox/Sony Ubisoft Acctaim Square/Sony EA Take 2/Jack Of All Games Koai/Sony Capcom/Qzisoft Westwood/EA EA Eidos/Qzisoft Square/Sony Psygnosis Fox/Activision Infogrames Take 2/Jack Of All Games Infogrames/Qzisoft Take Zidack Of All Games Infogrames/Qzisoft	Strategy Beat 'em up Puzzier Skateboard sim Action adventure Futuristic racer Adventure Tennis sim Shoot 'em up Chicken racing Gott sim Beat 'em up Beat 'em up Beat 'em up Strategy Soccer sim Action adventure RPG Racer Basketball sim Adventure Car adventure Strategy Soccer sim Motorcycle racing Action adventure Puzzle adventure Puzzle adventure Puzzle adventure Platform adventure Futuristic racing

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Roadster	Titus/GT	Racing
Saboteur	Eidos/Ozisoft	Adventure
Shadow Madness	Crave/Sony	RPG
Star Ixiom	Namco/Sony	Space shoot 'em up
Suikoden 2	Konami/GT	RPG
Supercross	EA	Motorcycle racing
Tarzan	Sony	Platformer
The Great Beanstalk	Terraglyph/Sony	Platformer
This Is Football	Sony	Soccer sim
X-Men	Activision	Beat 'em up
Xena: Warrior Princess	EA	Action adventure
November 1999		
40 Winks	GT Interactive	Platformer
Ace Combat 3	Namco/Sony	Flight sim
Beatmania	Konami/GT Interactive	Interactive music
Die Hard Trilogy 2	Fox/EA	Driving/shooter/adv.
Ergheiz	Square/Sony	Beat 'em up
Gran Turismo 2	Sony	Car racing
ICC World Cricket	EA	Cricket sim
International Cricket Captain	ROUTE CONTRACTOR CONTR	Cricket management
Jackie Chan	Radical/Sony	Scrolling beat 'em up
Knockout Kings 2000	EA	Boxing sim
Le Mans	Infogrames/Ozisoft	Racing
Medal of Honor	Dreamworks/EA	Shoot 'em up
Mike Stewart Body Boarding		Body boarding sim
Mission: Impossible	Infogrames/Ozisoft	Action adventure
Music 2000	Codemasters/Ozisoft	Music creation
Pac-Man: 20th Anniversary		Platformer
Rainbow Six	Take 2/Jack Of All Games	Action adventure
Smurfs	Infogrames/Ozisoft	Platformer
Spacestation Silicon Valley		Platformer
Spec Ops	Take 2/Jack Of All Games	Strategic shoot 'em up
Spyro 2	Insomniac/Sony	Platformer
Tiny Tank	MGM/Sony	Action adventure
Tomb Raider: Last Revelation		Action adventure
Tomorrow Never Dies	Fox/EA	Action adventure
UEFA Striker	Infogrames/Ozisoft	Soccer sim
Vigilante 8: Second Offense		Car combat
Warpath: Jurassic Park	Dreamworks/EA	Beat 'em up
WCW Mayhem	EA	Wrestling sim
WCW Mayhem Worms Pinball	EA Infogrames/Ozisoft	Wrestling sim Pinball
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style	EA	Wrestling sim
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999	EA Infogrames/Ozisoft Activision	Wrestling sim Pinball Action adventure
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barbie Race and Ride	EA Infogrames/Ozisoft Activision Mattel/Sony	Wrestling sim Pinball Action adventure Horse riding
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barbie Race and Ride Commandos 2	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft	Wrestling sim Pinball Action adventure Horse riding Action strategy
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing
WCW Mayhem Worms Pinball Wu Tang: Shaotin Style Duccunber 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG
WCW Mayhem Worms Pinball Wu Tang: Shabin Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPC Action adventure Beat 'em up
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing
WCW Mayhem Worms Pinball Wu Tang: Shabili Style December 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Let Moto 3 Karting World Championship	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Piuzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Kart racing
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style December 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Racing Boxing sim
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WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing Kart racing Kart racing Kart racing Kart racing
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing Kart racing Kart racing Action adventure
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing 99	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision Eidos/Ozisoft	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Kart racing Boxing sim Kart racing Kart racing Kart racing Action adventure Racing Action adventure Racing Sim
WCW Mayhem Worms Pinball Wu Tang: Shodin Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing 99 Premier Manager 2000	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Boxing sim Kart racing Boxing sim Kart racing Racing sim Soccer management sim
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing Official F1 Racing Premier Manager 2000 South Park Chef's Luv Shack	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGU/Roadshow Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Acctaim	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing 99 Premier Manager 2000 South Park Chef's Luv Shack South Park Chef's Luv Shack	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Acclaim	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing Kart racing Kart racing Societ Kart racing
WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing 99 Premier Manager 2000 South Park Chef's Lury Shack South Park Rally Space Debris	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Acctaiim Acctaiim Rage/Sony	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPC Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing Kart racing Action adventure Racing sim Scart racing Action adventure Racing sim Soccer management sim Trivia contest Kart racer Shoot 'em up
WCW Mayhem Worms Pinball Wu Tang: Shabili Style December 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightnare Creatures II Official F1 Racing 99 Premier Manager 2000 South Park Chef's Lur Shack South Park Rally Space Debris Spiderman	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Infogrames/Ozisoft Rage/Sony Acctaim Rage/Sony Activision	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Kart racing Boxing sim Kart racing Kart racing Action adventure Racing action adventure Racing im Soccer management sim Trivia contest Kart racents Kart racing Kart racing Action adventure Racing sim Soccer management sim Trivia contest Kart racents Shoot 'em up Action
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WCW Mayhem Worms Pinball Wu Tang: Shaolin Style Documber 1999 Barble Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing 99 Premier Manager 2000 South Park Chef's Luv Shack South Park Rally Space Debris Spiderman	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Acctaim Rage/Sony Activision Acctaim Rage/Sony Activision Eidos/Ozisoft Activision Eidos/Ozisoft Eidos/Ozisoft Eidos/Ozisoft Eidos/Ozisoft Eidos/Ozisoft Eidos/Ozisoft Eidos/Ozisoft Eidos/Ozisoft	Wresting sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing Kart racing Societ signification Kart racing Action adventure Racing sim Trivia contest Kart racer Shoot em up Action Fighting adventure Adventure
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WCW Mayhem Worms Pinball Wu Tang: Shabili Style Documber 1999 Barbie Race and Ride Commandos 2 Crash Team Racing Disney's Magical Tetris Dragon Valor Fear Factor Grudge Warriors Hogs of War Jet Moto 3 Karting World Championship Knockout Kings 2000 LEGO Racers Muppets Racing Nightmare Creatures II Official F1 Racing 99 Premier Manager 2000 South Park Chel's Luv Shack South Park Raily Space Debris Spiderman Tenchu 2 The Nomad Soul Thrasher Toy Story 2	EA Infogrames/Ozisoft Activision Mattel/Sony Eidos/Ozisoft Naughty Dog/Sony Disney/Sony Namco/Sony Eidos/Ozisoft Take 2/Jack Of All Games Infogrames/Ozisoft Rage/Sony Midas/Metro EA LEGO/Roadshow Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Acctalim Rage/Sony Activision Eidos/Ozisoft Infogrames/Ozisoft Acctalim Rage/Sony Activision Eidos/Ozisoft Take 2/Jack Of All Games Disney/Activision	Wrestling sim Pinball Action adventure Horse riding Action strategy Kart racing Puzzler RPG Action adventure Beat 'em up Strategy Racing Kart racing Boxing sim Kart racing Kart racing Kart racing Kart racing Kart racing Kart racing For adventure Racing sim Soccer management sim Trivia contest Kart racer Shoot 'em up Action Fighting adventure Adventure Adventure Skateboarding sim Platformer
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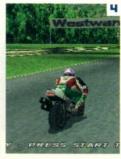


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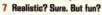








- Take a closer look at that tyre wall.
- 2 That was the line you should have taken.
- 3 If the tracks get boring, try the off-road circuit...
- 4 This is about the only time you feel in control.
- 5 Get that knee out.
- 6 Honda won't be pleased.







Castrol Honda Superbike Racing

Strap on your Shoei, squeeze into your one-piece leather, screw on some new knee-sliders and...prepare to be disappointed by this rarest of beasts, the bike racing sim.

Publisher: GT Interactive

Developer: THO/Interactive

Release date: Out now Origin: US

Style: Motorbike racer

Price: \$89.95

ook left, look right, look bike. Bikes are sometimes so tough to spot in the traffic that we had to have a catchy slogan to try and stop bikers being overlooked and killed by careless drivers too busy changing radio stations to bother looking at the road.

Games developers seem to overlook our helmet-wearing, dogscaring brethren, too. This year alone has seen an onslaught of four-wheeled racers, but fans of two-wheeled motion haven't seen much action since the outbreak of *Road Rash* and the eager-toplease *Moto Racer*. Until the arrival of *Castrol Honda*.

Rather than following in the tyre tracks of its bouncy predecessors, this is being touted as the first bike-racing simulation on the PlayStation. It isn't about maximum air or shoving opponents off the road: this is precision, this is tinkering, this is real, baby.

Straddling the 1997 championship-winning Honda RC45, you have a choice of 14 courses around the planet, at which to take on up to 23 opponents. But before you go thinking you're fly, the mysterious ways of the bike have to be mastered, the racing line has to be carved into your brain and you must learn to brake. The developers have concentrated on sculpting an effective learning curve across the various levels. And have missed the mark.

The rookie level has an auto brake which eases you into every corner, directional arrows to encourage you to stay on the bitumen and an indestructible bike. Short of strapping on training wheels, this is as easy as riding gets. It's too easy. So you really get a shock when you go up to amateur level and say goodbye to computer guidance. Only on the longest straights can you let rip, as every corner has to be crawled around if you want to stay mounted. By the time you get to professional level, you're doing

100km races and the slightest collision sees you out.

The Analog Controller makes the handling far more instinctual than that of other racing games, with the right knob acting as the throttle. But steering has to become as natural as breathing if you want to win. The AI opponents have precision cornering and will leave you eating their collective dust if you make the tiniest error. With games such as *Gran Turismo*, the exact handling physics are matched by the photo-realistic graphics. With *Castrol Honda* this isn't the case. The tracks are so devoid of character that every corner looks the same, making the completion of a championship race a mind-numbing task. This may be a truthful representation of real racing tracks, but if they look this bland, a touch of artistic interpretation would have been forgiven.

Compared with other console racers, there isn't anything fresh on offer. It's as though the developers spent so long canoodling with Honda, getting the physics right, that they just went through the motions for the rest of the project.

If you want a good racing sim, go to the familiar faces. But if you really, desperately want bikes then this is the best example of a genre which lacks depth and quality. If you have the patience of a saint, this game can be tamed, but attainting spiritual perfection may be easier.

Interactive has produced a tight and crisp simulation. But playing Castrol Honda Superbike Racing is like eating Sao biscuits. The first few are bearable, but you'd never eat a whole packet - they're too bland. A few more bikes and fancy tracks could make the whole thing far more digestible. If ever a game needed a sequel to improve on it, this is it.

David Harrison

ALTERNATIVELY

 Moto Racer 2
 8/10 PSM 17

 Road Rash
 7/10 PSM 12

 Jeremy McGrath
 5/10 PSM 13

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 5 Functional, but spectacularly ordinary.
- 8 This isn't a game, it's a life choice.
- 5 Tougher than Chopper Read.

For those passionate about bikes, you've got what you wanted and the gauntlet has been thrown down. But it's far too hard for a passing fancy for the rest of us.

name	issue	SCO
Actua Ice Hockey 2	PSM 22	(
AFL '99	PSM 23	
Aironauts	PSM 25	4
Anna Kournikova's Smash Court Tennis	PSM 23	
Ape Escape	PSM 24	9
Asterix	PSM 23	
Bloody Roar 2: Bringer Of The New Age	PSM 22	8
Bomberman	PSM 24	
Bomberman Racing	PSM 24	6
Bugs Bunny: Lost In Time	PSM 24	
Capcom Generations	PSM 25	5
Chessmaster 2	PSM 25	
Chocobo Racing	PSM 25	7
Colin McRae Rally Platinum Croc 2	PSM 25	
Dark Stalkers 3	PSM 24	3
Diver's Dream	PSM 23 PSM 23	6
Driver S Diealii	PSM 22	. 9
Evil Zone	PSM 23	8
FA Manager	PSM 24	
Final Fantasy VII Platinum	PSM 22	1
Formula 1 '97	PSM 23	9
Gex: Deep Cover Gecko	PSM 22	7
Gran Turismo Platinum	PSM 22	11
GTA: London 1969	PSM 23	7
Guardian's Crusade	PSM 23	7
Hard Edge	PSM 24	5
leart of Darkness	PSM 25	5
Kurushi Final	PSM 25	7
egacy of Kain 2: Soul Reaver	PSM 22	9
egend of Kartia	PSM 24	6
Marvel Super Heroes Vs Street Fighter	PSM 24	5
Monaco Grand Prix	PSM 22	7
IBA Pro '99	PSM 24	5
Need For Speed: High Stakes	PSM 22	9
IHL Face Off '99	PSM 23	8
Omega Boost	PSM 24	8
Plane Crazy	PSM 25	4
Player Manager 99	PSM 25	8
Populous: The Beginning	PSM 22	7
Pro 18 World Tour Golf	PSM 23	8
R-Type Delta Rampage 2: Universal Tour	PSM 20	8
Silent Hill	PSM 23 PSM 24	5
Speed Freaks	PSM 25	8
Sports Car GT	PSM 23	3
Star Wars The Phantom Menace	PSM 23	9
Street Fighter Alpha 3	PSM 22	9
Street Fighter 2 Collection	PSM 23	7
Street Skater	PSM 22	8
Syphon Filter	PSM 24	8
riple Play 2000	PSM 22	8
JEFA Champions League	PSM 23	7
Jm Jammer Lammy	PSM 25	8
/-Rally 2	PSM 24	10
Varzone 2100	PSM 23	9
Ving Over 2		4



Next month in PSM 27

LARA'S BACK! EXCLUSIVE FEATURE & PICS



Tomb Raider: The Last Revelation. Is the Lara's final the best yet, or is she out of ammunition? PSM talks to the people behind the phenomenon. Plus loads of game shots!

RAPTORVATING!

From the maker of Resident Evil comes an utterly 'raptorvating' new game. We review Dino Crisis as it hits the shelves Down Under. And PSM flies to Japan to talk exclusively to Shinji Mikami, the panic-horror mastermind.



Wipeout 3 (Playable), RC Stunt Copter (Playable), Lego Racers (Playable), Point Blank 2 (Playable), No Fear Downhill Mountain Biking (Playable), Um Jammer Lammy (Two-player playable), F1 '99 (Video), 40 Winks (Video) Mission: Impossible (Video), This is Football (Video), LMA Player Manager (Video) and Final Fantasy VIII (Video). Don't miss



PLUS - Annalise Braakansiek is our latest Game Girl

Regurgitator on why they love PlayStation PSM meets the makers of EA Cricket the men behind Planet of the Apes the 100 worst games ever the most gory PlayStation game of all time FF VIII, GTA 2, F1 '99, Quake II and loads more DON'T MISS IT!

October issue

on sale WED 29th SEPTEMBER

merce

AFL has confidently strided to the top of the premiership table in its debut season. But the real shock is that obviously the entire Australian population does not already own a copy of Gran Turismo: the Platinum version is flying off the shelves!





Pos					
1	_	AFL 99	EA Sports	EA	
2	7	Gran Turismo Platinum	Sony	Sony	
3	1	Need For Speed IV: High Stakes	EA	EA	
4	2	Crash Bandicoot II Platinum	Naughty Dog	Sony	
5	-	Driver	Reflections	GT	
6	-	Final Fantasy VII Platinum	Square	Sony	
7	3	Metal Gear Solid	Konami	GT	
8	4	Crash Bandicoot 2 Platinum	Naughty Dog	Sony	
9	6	Crash Bandicoot 3	Naughty Dog	Sony	
10	9	Croc	Fox	EA	
11	8	Shane Warne Cricket '99	Codemasters	OziSoft	
12	13	Time Crisis Platinum	Namco	Sony	
13	20	Cool Boarders 2 Platinum	Sony	Sony	
14	14	Mickey's Wild Adventure Platinum	Disney	Sony	
15	12	Abe's Oddysee Platinum	Oddworld Inhabitants	GT	
16	16	Tomb Raider 2 Platinum	Eidos	Ozisoft	
17	32	Abe's Exoddus	Oddworld Inhabitants	GT	
18	11	Rugrats	THQ	GT	
19	5	A Bug's Life	Disney	Sony	
20	10	Spyro The Dragon	Insomniac	Sony	
21	19	Hercules Platinum	Disney	Sony	
22	23	Colin McRae Rally	Codemasters	OziSoft	
23	40	Knockout Kings '99	EA	EA	
24	18	Die Hard Trilogy	Fox	EA	
25	15	Ridge Racer Type 4	Namco	Sony	
26	17	Need For Speed III: Hot Pursuit	EA	EA	
27	22	TOCA Touring Car 2	Codemasters	OziSoft	
28	27	FIFA Soccer '99	EA	EA	
29	36	Grand Theft Auto	DMA	GT	
30	25	Tomb Raider 3	Eidos	OziSoft	
31	-	Dark Forces	LucasArts	Metro	
32	30	Tekken 3	Namco	Sony	
33	37	Point Blank	Namco	Sony	
34	-	Wild 9	Shiny	Interplay	
35	28	Tekken 2 Platinum	Namco	Sony	
36	26	V-Rally Platinum	Infogrames	Sony	
37	31	Small Soldiers	EA	EA	
38	-	WWF Warzone	Acclaim	Acclaim	
39	35	Tiger Woods '99	EA	EA	
40	-	G-Police Platinum	Psygnosis	Sony	
100					

But enough of our yakking, you want to know what PSH fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of some unsuspecting lads and gals to find out.







Name: Brigitte
Occupation: Student
Bought: Coolboarders 3

And why ...

"I wanted to go snowboarding this year but I ended up sitting for my exams. So I bought this as my treat for all that study!"





Name: Mr B Occupation: Musician Bought: Gran Turismo

And why...

wanted it for a long time..."



Occupation: Artist Bought: Tank Racer

And why...





Occupation: Student Bought: Crash Bandicoot 2

And why..

and I heard this is as good as the last one."

Official PlayStation Magazine

"It's wacky and dangerous. Like me!"

Speed Freaks



never been so fun. Crisp and colourful a real beaut. Top finish. We like this one, and you can play it for free! 8

Ape Escape



Whoever thought game? Ape Escape and the Dual Shock gameplay is as smooth as silk. Bucketloads of variety and originality.

V-Rallu Z



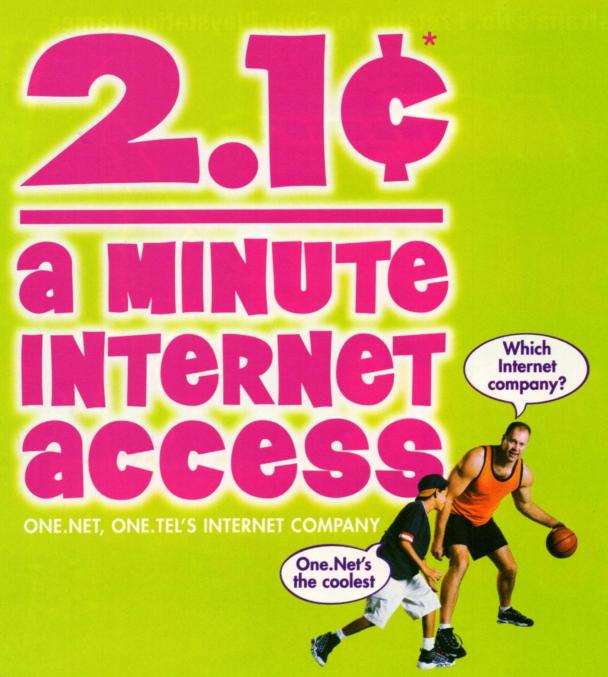
V-Rally 2 is rally car Car performance detailed throughout be prepared to break-neck speeds. Near-perfect. 10

Phantom Menace



with the power of your PlayStation. Let your little grey box play with the Phantom Menace and behold an unbelievable game. PSM would be ready to join the Dark side







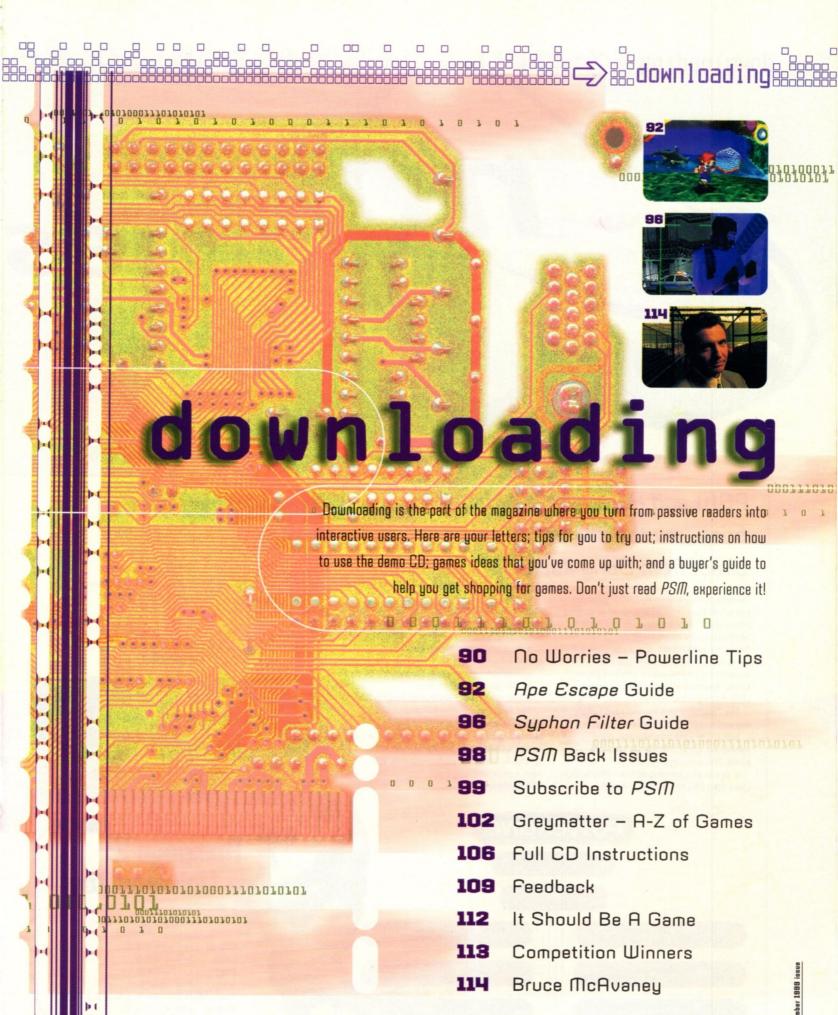
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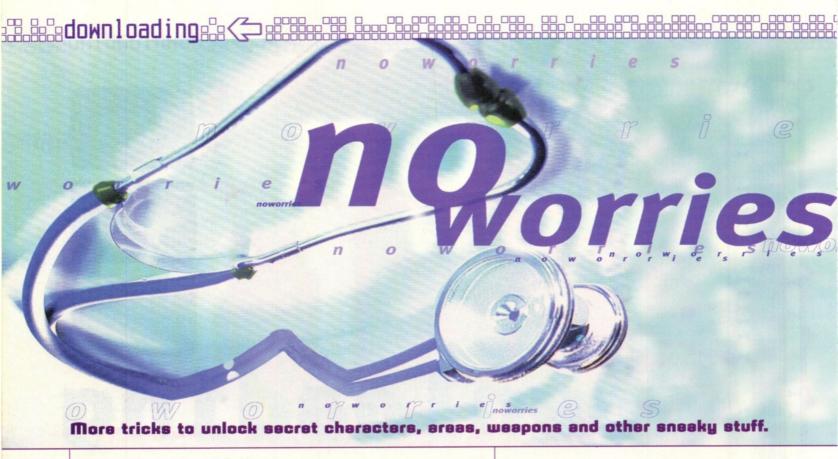
Connect to One.Net, One.Tel's Internet Company and access the Internet for only 2.1¢ a minute! That's 2.1¢ a minute with no set-up costs, no monthly access fees and no minimum monthly spend! Call One.Net to connect over the phone 7 days a week. We'll get you surfing, sending emails, playing the latest games and chatting on-line in no time.

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Official PlayStation Magazine



PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game.

The Powerline gets around 1000 calls a day and hundreds of titles are supported.

Just call # 1902 262 662 and, once connected, press o to access the main menu. The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).

- 'Cheats Heaven'. Punch in the fivedigit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
- New and upcoming PlayStation games information.
 - 4. PlayStation game of the month.
 - 5. This month's Top 10 titles.
 - 6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (higher from mobile or public phones). Callers under 18 must obtain a parent's permission before calling. The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions.

Bomberman Fantasy Racing

More money

Save the game to a memory block, then save it to a different one. Head for the bank, select Money Transfer, and start siphoning your funds from one card to the other.

Hidden animals

Buy up five kangaroos and all five dinosaurs. You'll then get a hidden Black Kangaroo and a White Dinosaur.





Rampage 2: Universal Tour

Hidden characters

Get under the skin of the following hidden characters as follows:

George - enter S, M, 1, 4, N. Lizzie - enter S, 4, V, R, S.

Ralph - enter L, V, P, V, S.

Green Myukus - enter N, o, T, 3, Y.
Purple Myukus - enter B, 1, G, 4, L.
Noobus - enter S, R, Y, 3, D.

POWERLINE

call 1902 262 662

press 0 for the

press 1 to speak to a live

press 2 for cheats heaven and

press 3 for new and upcoming games information

press 4 for PlayStation game of the month

press 5 for this month's top 10

press 6 for information on

Trap Runner

Get alternative background music while fighting by keying in: ●, R2, R1, ▲, ★, ■, →, L2, L1, ↑, ↓, ← on the push-start screen. You'll hear a whooshing sound if it has worked and new tunes on



the stereo when you resume the game.

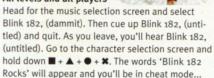
Access the three bonus characters, Elg, Dyn, and Rem, on the push-start screen by hitting the following combination: L2, L1, \uparrow , \leftarrow , \downarrow , \rightarrow , \blacksquare , \star , \bullet , \land , R1, R2. If it works you'll hear an explosion.

Select the bonus characters by either pushing ← from the character Van Raily, or → from the character Tenrou Ugetsu. Bear in mind, though, this cheat's only available in the Vs Computer Mode of the game.

Change the clothing of the characters by hitting: R2, R1, \blacktriangle , \spadesuit , \bigstar , \blacksquare , \rightarrow , ψ , \leftarrow , \uparrow , L1, L2 at the start screen. Electronic bleepage is heard if you've done it properly. To make it work press **Select** before pressing the \bigstar button to select your character. The character's name will change from a blue colour to a red colour. Again, this is only available in the Vs Computer Mode of the game.

Big Air

All levels and all players



T'ai fu

01460

To activate the following cheat codes, first enable the following cheat code from the map screen: R_2 , R_2 , R_3 , R_4 , R_5 , R_5 , R_6 , R_7 , and R_8 . 'Cheats Enabled' will show on the screen if you get it right.

Level boss cheat:From the map screen hit R2, \blacktriangle , R2, \spadesuit , \blacksquare , \Downarrow , \bigstar , \uparrow , \rightarrow , \leftarrow , \Downarrow , \uparrow , and L1. From here you'll be able to access the full list of level bosses and levels.

Story selection: Again on the map screen key in R2, \triangle , R2, \triangle , \blacksquare , \bigcirc , \downarrow , \triangle , \uparrow , \leftarrow , \rightarrow , \downarrow , \uparrow , and L2. You'll see a menu of all the cut scenes available in the game to choose from.

Credits display cheat: Key in R2, \triangle , R2, \triangle , \bigvee , \blacksquare , \bigcirc , \triangle , \uparrow , \downarrow , \leftarrow , \rightarrow , \uparrow , and R1. This combination should show you the end-of-game artwork, which includes rough sketches of characters as well as locations.

For the next few cheats you'll have to input the following code at the beginning of every level you want to play: R2, A, R2, A, O, X, B. Again, 'Cheats Enabled' will show up on screen.

All fighting styles: R2, \triangle , R2, \leftarrow , \rightarrow and \triangle . You'll see 'All Styles' up on screen if it works and be able to fight like a man. Or a tiger even.

Activate full Chi: Key in R2, \blacktriangle , R2, \leftarrow , \rightarrow , and \blacksquare . Once this is activated you'll see 'Full Chi' displayed on screen and obviously the character will be fighting fit, spiritually.

Full health: Hit R2, ▲, R2, ←, →, and ● and you'll have 'Full Health displayed on screen.

Temporary invisibility: R2, \triangle , R2, \leftarrow , \rightarrow , and R1. You'll be invisible for around 30 seconds.

Syphon Filter

avels

Hit pause and highlight the 'select mission' option. Press and hold the following combination of buttons, leaving the ★ button till last: ●, ■, L1, R1, L2, R2, ★. All weapons, unlimited ammunition

Pause, select the weapons option and hold down Select, •, L1, L2, R2, *. Again leave * until last. You'll have to do this for each subsequent level if you want to pick up the goods.

Single-shot kills

All shots kill with only a single shot, even against flak-jacketed soldiers, by doing this: Pause, highlight the objectives, press and hold →, ●, L1, R1, R2, ★. You'll hear Gabe say "Understood" if you've done it right. Bear in mind it doesn't work on certain level bosses. Watch all FMV

You can watch all of the FMV sequences from within the game. On the first mission, Georgia Street, Washington DC, head for the movie theatre where you picked up the sniper rifle. Stand in the doorway of the





movie theatre and pause the game. Highlight the sound option, press and hold Select, **III.** L2, R2, **X**. If it's worked you'll hear Gabe say "Got it." Get it wrong and you'll just hear laughter. When you un-pause, dart through the theatre doors and into the cinema proper. **X** skips a movie sequence, Start quits out of the film. Take some popcorn.

Increase the difficulty

On the title screen, press and hold ●, ■, L1, L2, R2, ★. You'll hear Gabe shout "Damn it". Likes an easy life, does our Gabe.

Temporary invincibility: R2, \triangle , R2, \leftarrow , \rightarrow , and R2. You'll be solid as a slab of granite for around 30 seconds, which is pretty much long enough to beat any of the level bosses.

Unlimited lives: Key in R2, ♠, R2, ←, →, and ↑. Once this is up and running you'll see nine lives displayed on screen and reap the benefit of nine lives for the rest of the level. You'll have to reenter it for the next level, though.

More blood on screen: Hit R2, \triangle , R2, \rightarrow , \leftarrow , and \rightarrow . 'Crazy Blood' will be emblazoned across the screen. You'll be invincible for 30 seconds.

Double the size of your enemies: Input R2, ♠, R2, ←, →, and ↑. Double-sized enemies will appear on screen and the big boys will scream around the corner. It only works for 30 seconds though. Which is probably a good thing.

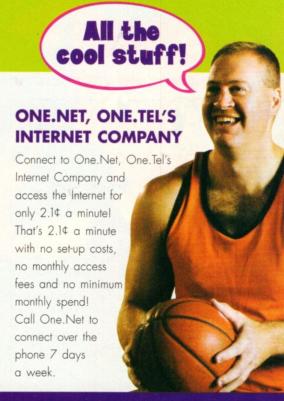
Halve the size of your enemies: R2, ▲, R2, ←,



2.16

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Ape Escape

Are you all opposable thumbs in Ape Escape? You won't have a monkey's chance of finishing this simian riot then...



LEVEL 1 — THE LOST LAND: FOSSIL FIELD

A predictably easy opening level. There are four monkeys, but you only need three to get into the next bit of the game. Grab your net, run up to each monkey and catch them. Simple. Or perhaps not.

There's another furry fool on a cliff to the right of the field. Sadly you won't be able to snare him in your net until you've got your hands on the propeller.

LEVEL 2 - THE LOST LAND: WETLANDS

Ready to get your fur wet? The first monkey's straight ahead of you over the bridge, so dive into the water. You'll see the second one as you pop up for air. There's a third gibbon on the right-hand cliff through the tunnel and a fourth over the water opposite that cliff. Again you'll need the propeller to catch the fifth monkey who's holed up on the cliff to the right, just before you go through the tunnel. Diving from here sends you so far under water you'll catch sight of another baboon to bag with the water net.

LEVEL 3 — THE LOST LAND:

Clock the entrance as you amble up the slope, but don't go in. Instead hang a left for the first few monkeys. There's one near the waterfall, another one tucked behind it and another under the pterodactyl's eggshell.

Head through the tunnel until you disturb the dinosaur with a monkey on his back (so that's why they all died out)... Spook him and he'll charge towards you losing the chimp in the process. Bag him. Level cleared now except one hidden up in the corner.

Again you won't be able to get the final chap until you've got hold of the sling-back shooter. Dart



through the doorway by the entrance and you'll be locked in a cage. Fire off a pellet at the switch on the other side to release yourself, then fire away at the monkey riding the dinosaur.

LEVEL 4 - THE MYSTERIOUS AGE: THICK JUNGLE

The monkeys are starting to get a little elusive now, but your monkey radar should help you out a little. The first chimp is holed up in the third wasps' nest on the left. Ignore any doors in the area and scoop up all the monkeys in the main area. There's one











Hop in the water, monkey paddle through the tunnel to the dinghy and row over to the pier. Spot the wooden post? Clamber up for slap with the oar opens up the gate and water and catch the monkey on the another gibbon in the campsite at the top of the tree trunk bridge.

Again, you'll need the propeller to door near the entrance and use the bouncy platform to bounce across to river and swim up the tunnel without the post markers. Whack the monkey that tries to escape in the blimp thrice with your staff. There's another ape dangling from the tree to your right. Use the catapult to get up into the cliffs for the final monkey by the campsite.

A large part of this level is blocked off unless you've got that handy propeller. First grab the monkey waiting outside the circle and head up the stairs towards the building at the top. Inside you'll find a brown square that drops you down to more water-based swim to the bridge round the corner and sneak up on him from behind. Head back up the lift and leap across to the mainland and the big round building. lying in wait; grab him, leap over the trapdoor and





baboon. Eventually you'll see a monkey at the

another chimp waiting outside.

top of a slope. You'll have to bag him to get back

One you've picked up the propeller, come back here to get the leftovers. One's straight ahead, then

hop over the wall with the propeller and bag the

monkey in the middle. You'll find another little chap

operating wind generators in the big hall to the left

There's another one skulking around at the building at the top of the floating columns; bag him and fall

off to the left of the top column. Far from dying,







you'll land on a cheeky little platform, where a monkey's sat beatifically.

downlr∍ding.

AGE: MYSTERIOUS RUINS 2

Make a leap over the barrels then push the block to Whack a pellet over with the catapult and walk over the bridge that appears, then jump on to the moving next bridge leads to another furry fellow.

everything in your way with a few strikes of the staff and smack the switch on the right to open the door. another gibbon. Ignore the door ahead and walk left to the cog where a staff strike will bag you another

Coming back here with the propeller and the remote control car will mean you can get through the other door and grab the remaining fur balls. Drive the car through the gap in the green cage up ahead and you'll stumble across an easy catch. Then you'll have to clamber up the pool across the water to the top and use the propeller to float across to the tower ahead for the ultimate monkey. Walking through here brings you to another platform with a switch behind a pane of glass. A hefty wooden club comes in handy...

Two are frolicking, another's on a sun bed and

another's lying on the hammock. Through the entrance you'll find the fifth sitting on the other side of the metal bridge.

Completion of this level, of course, requires three flying ship, the second is sitting on a high ledge on the other side of the bridge. Use the propeller to get over there. You'll need the dash hoop for the next bit. Head through the door across the bridge and hit the wheel inside - that'll open the door. Spin the dash hoops through the croquet hoops for the final monkey.

LEVEL 8 - THE PRIMITIVE OCEAN: PRIMITIVE OCEAN

Hit the monkey on the back of the shark and catch him when he falls off, then swim through the gap on the right and hop on to the first platform and on up into the beanstalks. A monkey is holed up on the grass above; bag him and jump back into the water. Wander up the slope to your left and hit the wheel before using the dash hoop to speed over the bridge and catch the chimp there. Jump back into



the water and catch the swimming monkey, then keep on paddling straight and catch the monkey on the other side.

LEVEL 9 - THE PRIMITIVE OCEAN: GARBURIN'S ISLAND

Fire a pellet at the monster and amble through the gaping maw. The first monkey is up the ramp on the left - just watch out for the barrels. Hop down off the ramp and through the door on the right. Head through the level to the furry tonsil and whack it





with pellets to turn on the lift. Now you'll have access to a tunnel that leads to a canyon and a couple of monkeys. Use the catapult to stun them, then scoop them in the bag. Standing on the switches in the opposite tunnel operates the doors, but you'll need the dash hoop to get through in time to bag the last pair of chimps.

level. Come back here with the propeller and the car and use the propeller to get up on to the ship. Bag the gibbon there and head back to the main-There's a monkey round the corner, grab it and into the cube to lure a monkey out, then turn and



jump into the cave for another. Your penultimate monkey is inside the monster's belly, dangling from a hairy tonsil. Shoot him down with the catapult and he's yours.

LEVEL 10 - THE ICE AGE:

The first thing you see in Ice Land is a snowman out to clobber you. Whack him and head towards the and jump on the pole, smash the ice and bag the monkey hiding in the frost. Back on the snow you'll have to deal with the mammoth patrols. Bag the monkey on the first woolly beast and head under the arch, up the slope and hit the big wheel at the top. Jump on the lift and catch a fourth monkey on the ledge to the right. Hop back on the lift and jump to the other ledge to get your penultimate gibbon. Now there's only one more to grab. Come back here with the propeller to pick up the one on the top of the arch.

At last! You've got the propeller. Hover over the drop and head into the room where two monkeys are sitting at the table. Grab them and hover to the top of the mountain for another gibbon. Head through the door, up the stairs and you'll see a monkey running away. Jump in the pool and bag him, then catch the







other monkey on the platform to the right. Use the prop to get him, jump down and head up the slope, avoiding the snowball but catching the chimp at the you can reach with the dinghy. Once there, a chimp tries to escape in a flying ship. Shoot him down and head over to the land on the left. Bag another chimp in a flying ship and tiptoe across the thin walkway for another. Your final baboon is in a cave to the right, but you'll need to dive under water to get to it.

SPA OF APE

The first monkey's down in the gap beneath you. Once you've caught him, dive beneath the waterfall for another one and jump out of the water and up to the raised platforms. Hover your way to the top and use the dash hoop to run across the falling bridge for the monkey on the other side. Follow the path around, and hover off the ledge on your left for the third.

through the door and shoot the bears to break the ice. Take first left, then left again and bag the monturns for your final chimp.

WABI SABI TEMPLE

Go upstairs, and bag all three monkeys, then head through the door of the main building. Grab the gibbon one on the roof and drop down the well for the sixth.

Clamber up the cabinets on the right and hover over to the walkways for a pair of chimps. Drop down the well again and jump across the pillars to the left until you reach the red switch. Smack it to open a hidden room and your final monkey.

reach the first monkey. Follow the wall around to the door and grab the three monkeys in the middle. Head through the double doors and hit the switch on your left with the catapult to operate the lift. Walk round the wall at the top, double jump over the logs and drop off the tower on to the grassy platform for a monkey.

Back in the tower, hit the gong with your catapult to bag the gibbon in the flying ship. Hop down the hole, then down the pole for another, then make monkey. You'll find the final prize just outside the double doors ahead.

MORE APE JAPES NEXT ISSUE IN PART TWO ...

P

Official PlayStation Magazine 95









Syphon Filter

For all of those who can't wrap their cranium around this thinking man's shooter, we reveal the points where you, fitted out with your backpack full of arsenal, can take out the terrorists.







LEVEL 1: GEORGIA STREET

Dodge past the cop car and the CBDC chap and dart down the right-hand alley. Head past the subway and bar and take out the pair of terrorists holed up on the roof at the end. Pick up the M16's they leave behind and head off towards the bank in the bottom righthand corner of your map. Another pair of bad guys to hit here; make sure you pick up the ammo they drop, grab the flak jacket from the box and head into the bank where Lian Xing calls for you to provide backup to the CBDC officer who's under fire.

As you make your way through the bank you'll stumble across a room full of terrorists. Play Quick Draw McGraw and take them all out. Xing buzzes you through to the next section where you'll need the torch to pick up the grenades. There's also a box of M16 shells in a room to the left. With everything picked up, head back outside, shoot the guy on the roof opposite and make your way back to the start point. More guys fancy their chances in a gun fight, so shoot them and run into the subway where you'll find a flak jacket. The gate at the end is locked, but you can buzz Xing and she'll show you how to get through.

Run to the bar, duck inside and make your way to the left. You'll find a room here with a bloke to kill



and a window to shoot out. Climb through the window and up on to the black box near the gate, from which point you can swing across to the iron pole. Slither down and go left to the Grenade Launcher, then back to the gate. Blow the lock off the door and flick the switch to summon the elevator, which you can use to descend into the depths to find a switch that turns off the power. Kravitch is your next target.





Head back to the blasted window and wait for Xing to give you a bell. You'll then find Kravitch holed up behind the bar with a bunch of troops. Kill 'em all and pick up the shotgun. Fire off a shot at the Comm Array in the corner of the room and amble through the open tunnel, taking out all the soldiers as you go. There's a bomb at the end for you to check, so take the left-hand track until the explosive device pops up on the radar — just watch out for the train! There's a tunnel on the far left of the map you can use to get access to the basement, picking up a flak jacket on the way. Sneak up to the bomb and gasp as it goes up in Gabe's face.

Xing gives you a ding-a-ling at this point and you'll stumble across another bomb on the tracks to the right. Don't worry about it for now - just ignore it.



Follow the map, use the C4 to unblock the door and release the CBDC chap. You'll be heading towards the ruptured pipe, but you can't get through because of the flames. Give Xing a buzz and you'll find out that the gas has to be turned off before you can get through. Run to the other end. down by the bomb, and you'll find the gas mains switch on a pole to the left. When the fire's out, clamber across the trains to escape. Yes!

LEVEL 3: MAIN SUBWAY LINE

A nice easy level after all that shooting, only Aramov to kill down here. There's a flak jacket to pick up behind you, then dodge the alternating trains by clambering through the middle. Eventually you'll meet up with Aramov. Keep pushing her backwards and before long you'll manage to get off a headshot. lob done.

LEVEL 4: WASHINGTON PARK

Okay, four viral bombs, 20 minutes to defuse the lot. Not easy. Bag the night vision rifle at the start of the level and head towards the bomb that shows up on the radar. Call over a CBDC operative to disarm it and head off towards the statue where you'll find another bomb. En route Xing gives you a bell and tells you about a heavy hostage situation on the tennis courts. Head away from the tennis courts, taking the left-hand path, and hit the terrorists hard by the park bench. Don't forget to pick up the flak jacket by the wall, and wait for Xing to direct you towards the satellite comm. Further down this road you'll find a pair of small shacks, which hold another bomb. Defuse it quickly and grab the M16 from the roof if you need it. Dash quickly back to the tennis courts where you'll find the fourth and final bomb.

You'll come across two hostages and two terrorists. Taser the one on patrol and shoot the other one in the head with your new night vision rifle. Pick up all the ammo lying around and head off towards the maze. You'll have to be very quick and accurate with your shots around here. Climb up to the Comm Array, but hold your fire. Xing directs you off towards Marcos, but you'll have to sneak round the maze and use the sniper rifle to shoot out the lights to get hold of him. From here it's time to leg it back to Freedom Memorial...

LEVEL 5: FREEDOM MEMORIAL

Boss time again - this one's Anton Girdeaux. Watch out for his flame-thrower, tuck in tight behind him and fire off bullets at the canisters on his back until he explodes. He's fairly nippy, so you'll need to use



Mr Gabe's alive! Double back on yourself and pick up the flak jacket before crossing the track and bearing right. You'll find a train you can clamber up at which point you'll get a call from Head Office to give a CBDC bloke a hand. Hop off the train and whack the chaps shooting at you, while avoiding the grenades that rain down. You'll find some C4 on the tracks; grab it and hop up to the top level. Dodge the bullets, head between the two burning train wrecks and lever your way up. Be patient, it's a pretty tricky thing to do.







BACKISSUES



Ridge Racer Type 4 review, 50 Games You Must Play in 1999, PlayStation 2 revealed, 100 Things You Should Have Done as a PlayStation Owner, Metal Gear Solid solved, Soul Reaver review, Interview with Sony Australia.



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Driver review and demo, The 50 Games You Must Own, The Best Fighting Game Ever, How to Win at Warne's Cricket, The 100 Most Addictive Games Ever, Massive PlayStation 2 feature, Star Wars games unveiled, PocketStation.



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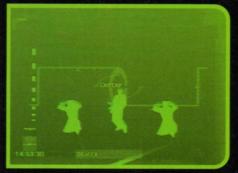
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the pillars for cover and fire off shots when you can. Use the .45 for maximum penetrative power. Or failing that, a machine-gun. Heh.

LEVEL 6: **EXPO CENTRE RECEPTION**

New York City beckons and you'll kick off with a sneaky stealth mission. Do not, under any circumstances, get seen or it'll be game over. Take it slowly, but surely. When you see Phagan heading towards the door, stop and clamber up on to the lefthand ledge. Hit the two guards that pass by, grab the HK-5 that they drop and run into the room with the strange rock formation. Smack the next guard by the door and head into the statue room where another guard's waiting to get tasered. After he's been hit, run round and out of the room making sure you're not seen.

Watch out for the last guard - he's a bit wily. Use the silenced 9mm to put a bullet in him and settle down for the cut scene. Then use the sniper rifle to take out Benton and pocket the keycard and G-18 machine gun. Give Xing a tinkle, head toward the left-hand gate and open it with the control panel. Shoot the guy on guard duty and go into the door labelled "Museum Staff Only". There are three guys here to shoot out. The first one's simple, then you'll have to sniper shoot the pair hiding behind the statue. Climb up to the











locked door, blow the lock off and carry on through to the next taserable bloke. Dropping down from here brings you out by the next keycard.

Head back up to the door near the fan, flick the switch and dash through the gate. Hit the two chaps here and pick up the keycard one of them drops, before flicking the switch to open the gate and heading down the lift. Dart through the blue door on the right and on into the Mars Room via the "Museum

you can't actually kill her yet. Once this is done, clamber up the dinosaur, shoot the baddies and use the iron bars to get across towards Aramov. Next up, Kazahkstan...

LEVEL 8: RHOEMER'S BASE

Pop a cap in the first guard's head and duck into the building on the right for the gas grenades. Sneak up behind the truck, kill the second guard for the PK-102 and shoot out the light for a bit of cover in the shadows. Another bloke heads your way so take him out and dash towards the first gas tank. Plant a nugget of C4 on the front of the tank and listen to Xing when she tells you to cut all the power to the motion sensor. Take out the guard on the right and dash up the ramp to the walkway. Two of the guards leave the

Staff Only" door. Off the four bad guys in here and locate the switch. You can't use the switch yet so head back to the rocket and shoot up to level two in the lift. A bullet in the elevator switch allows you up to the third floor. Kill the guards, bag another keycard and drop back downstairs to the Mars area, where the key opens the door. Keep blasting away at the guards, grab the K3G4 from the box and run back to the space shuttle. Hang off the bridge, and haul yourself up and over and dash through the blue door.

Sneak through the door and cautiously kill the enemies. Everyone will require headshots with the silenced 9mm, as they've all got flak jackets on. Rifle through the lockers for extra bits of kit and run towards the room above the glass dome. Hang on to the bars that run along the ceiling, swing over to the middle and drop down.

them drops. Fly though the red door, hide behind the T-Rex to snipe at the guards and locate the switch through to the next room. Shoot out the guards and clamber up and over the aquarium to earwig on a conversation between Phagan and







Dart into the corner of the next room, shoot

out the terrorists, and pick up the keycard one of Aramov. Use the taser to hit Aramov because

area so kill the one that hangs about, and head down the stairs for the night rifle and grenades. Kill the next two guards with gas grenades and snipe out the next pair when they're apart. That way you won't raise any alarms. Look for the locked gate and blow it open before shooting the enemy on the other side and flicking the power switch.

Spread a shroud of darkness across the room by shooting out the large light, then hit the guard in the building to the left. Plant a pile of C4 next to the tank and push on towards the right, sniping guards as you go. Shoot out the next light and dump another load of C4 next to the tank. Head towards the final tank where Gabrek's waiting and duck into the shadows so he doesn't spot you. Kill him with a gas grenade, then pick up the keycard and flak jacket. Use yet more C4 on the tank and kill the guards by the house on the right. Open the gate ahead with the switch and flick the next one with the keycard. Shoot out the lights once again and skip past the truck. Down in the bunker you'll have another couple of guards to kill before bearing down the left-hand path.

LEVEL 9: BASE BUNKER

Steer well clear of the electric fences or you'll be instantly fried. Instead, grab the flak jacket, head













Tune in next issue for more sneaking and blasting ou can shoot hints, as *PSM* features the second and final part of this essential *Syphon Filter* guide.

1. 1. 2. 3. 3. 3. 3. 3. 4. 3.

for the junction and hit all the enemies lurking on the left. To the right is a switch that you can shoot to deactivate the fences. Creep through the first door on the left and whack the guy inside; you'll also pick up the first pair of the ten SS-23 missiles lying around the level. Xing gives you a bell, so check the panels by the missiles and leave the room by the new door. Shoot out the guard there and the panel to open the fence through to the next section where you'll stumble across a couple of guards to kill. Bear right and hit the new enemies here before heading round the central room to pick up a fresh flak jacket. Yet more guards to hit here before opening the door ahead and whacking more soldiers inside. Pull out the missiles from this room with the panel and catalogue them.

Run off towards the right, away from the missile room, whack the guards and flick the switch on the left. Dart through the door and you'll be set upon from behind; shoot the devil and activate the remaining four missiles. Dash out through the other door, bear left past the guards, hit the fence controlling panel and run down the path to the right. Turn on the elevator with the right-hand switch and ride it up to the roof for the next major battle.

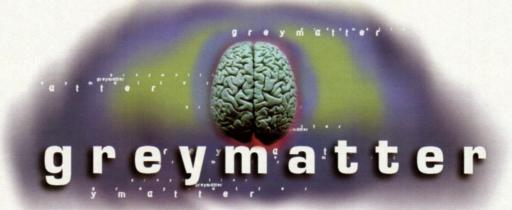
LEVEL 10: BASE TOWER

Bag yourself some flak jackets and weapons, creep down the stairs and activate the panel on the radar. You'll be launched into a cut scene, so after the talk head down the stairs and wait for the helicopter. Stay out of the spotlight and strafe diagonally to get the best shots at the chopper. With a few hits under your belt it'll start to belch smoke and drop below the roof level. Watch out here, drop troops will spew from its belly so smack them quickly and carry on targeting the 'copter. Don't run in a straight line or you'll die.

LEVEL 11: BASE ESCAPE

It's time to escape and you've only got three minutes to get out of here. The whole level's about being as quick and accurate as possible. Backtrack along past where you killed Gabrek, just staying out of the way of any enemies. Dodge the bullets by rolling and strafing, but make sure you take out the final bloke with the shotgun. Otherwise he'll pepper your backside with a lead shot as you make your way to the Ukraine.





Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100

| itle | Style | Price | Icons | | Description | Sco |
|--|---------------------------|---------|------------|-------------|---|-----|
| A Bug's Life | 3D
platformer | \$69.95 | (a) | P 1 | Slow-paced colourful platformer that young kids will love | 7 |
| FL 99 | Aussie Rules | \$89.95 | • | P4 | The quintessential Australian game finally on PlayStation, and it's great fun | 7 |
| Alien Trilogy | First-person shoot 'em up | \$39.95 | ⊗⊚ | 1 | Doom clone with emphasis on intellect and agility | 8 |
| Mundra | RPG | \$79.95 | (a) | 1 | Zelda for the PlayStation – compulsively addictive | 9 |
| pe Escape | 3D
platformer | \$69.95 | (a) | 6 0 | The monkeys will drive you bananas in this challenging platformer | 9 |
| nna Kournikova's
Smash Court Tennis | Tennis sim | \$59.95 | € 6 | 4 | Cute, fun tennis action – multiplayer is a winner | 8 |
| pocalypse | Shoot 'em up adventure | \$89.95 | (a) | 1 | Bruce Willis in gun-toting frenetic 3D scrolling adventure | 8 |
| Bloody Roar 2 | Beat 'em up | \$89.95 | (a) | 2 | A fine, quick, responsive fighting machine to unleash the animal in you | 8 |
| Bushido Blade | Beat 'em up | \$89.95 | (| 2 | Beat 'em up – not for the squeamish | 8 |
| Bust-A-Groove | Dance 'em up | \$69.95 | (a) | 2 | If Saturday Night Fever were a game, then this would be it | 8 |
| Bust-A-Move 4 | Puzzle | \$89.95 | (a) | 2 | Simple yet infuriatingly addictive puzzle game | 8 |
| Chessmaster 2 | Chess sim | \$89.95 | (a) | 1 | If you want to learn or play chess, look no further | 8 |
| Circuit Breakers | Dinky racer | \$79.95 | ● ● | 2 | Clever top-down racer for four players | 9 |
| Colin
McRae Rally | Rally sim | \$49.95 | (a) | P 2 | A compulsory purchase for all racing fans | 9 |
| Colony Wars:
Vengeance | Space combat | \$59.95 | (a) | () ① | Challenging and compelling space combat | 9 |
| Command
& Conquer | Strategic
warfare | \$39.95 | | 1 | Military strategy on a very small scale | 9 |
| Cool Boarders 3 | Snowboard racer | \$69.95 | () | 6 2 | Excellent downhill snowboard racing and trickery | 8 |
| Crash Bandicoot 2 | Platformer | \$39.95 | () | 1 | The best value-for-money platformer available | 9 |
| Crash
Bandicoot 3 | Platformer | \$69.95 | (a) | 6 0 | The best platformer on the PlayStation – as simple as that | 9 |
| roc 2 | 3D platformer | \$79.95 | • | P 2 | Reptilian fun complete with gobbos, special challenges and even boat racing. | 8 |
| Dead or Alive | Beat 'em up | \$69.95 | (a) | 6 2 | Another interesting slant on the fighting game | 8 |
| Deathtrap
Dungeon | 3D adventure | \$89.95 | (a) | 1 | A solid, well-designed 3D adventure | 8 |
| Destruction
Derby 2 | Racing game | \$39.95 | (| 1 | Great value, crash and smash racing | 9 |

Eccentric puzzler which intrigues and frustrates

1

1

Three good games for the price of one

The classic spooky first-person blaster







Devil Dice

Doom

Die Hard Trilogy

Puzzle

Arcade

adventure

First-person

shoot 'em up

\$59.95

\$39.95

\$29.95

() (2) (P)





















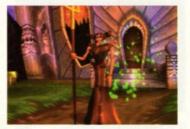








| THE ROLL OF THE PARTY OF THE PA | MAGNA MAGNA | steering | 1100000 | | memory | article and the state of the st | | no. of | |
|--|---------------------------|-------------|---------|------------|------------|--|----------------|--------------|------------|
| link cable | Style | wheel Price | gun | multitap | card | neg con a Description | analog | players | Score |
| Driver | Car chaser | \$89.95 | | • | 1 | A new concept in | | | 9 |
| Duke Nukem
Time To Kill | First-person shoot 'em up | \$69.95 | | (a) | P 2 | gorgeous to look at
Humourous but vio | | | 9 |
| Everybody's Golf | Arcade golf | \$69.95 | | (a) | 4 | Arguably the best s | sports game | you | 9 |
| Evil Zone | Beat 'em up | \$89.95 | | • | 2 | Girl power hits the | fighting circ | uit | 8 |
| FIFA 99 | Soccer sim | \$79.95 | | 6 | 8 | Stunning visuals ar | nd lots of fur | n to play | 8 |
| Final Fantasy VII | RPG | \$39.95 | | (a) | 1 | The best role-playing | ng game eve | er made | 10 |
| Fluid | Interactive music | \$69.95 | | (a) | 1 | Relaxing aural and | visual post- | club fare | 7 |
| Formula 1 '97 | Motor racing sim | \$39.95 | | (a) | P 2 | This is Grand Prix | at its best | | 9 |
| Gex: Deep Cover
Gecko | Platformer | \$89.95 | | • | 1 | Great looking platfo | ormer with a | sense of | 7 |
| G-Police | Flight sim shooter | \$39.95 | | • | P ① | Great dogfighting a | nd flying ga | meplay | 9 |
| Grand
Theft Auto | Car
criminal sim | \$39.95 | | (a) | 1 | Controversial and a | iddictive car | r-theft sim | 8 |
| Gran Turismo | Sports
car racing | \$39.95 | | (a) | P 2 | The best racing ga | me ever ma | de. Yet | 10 |
| International
Track & Field | Athletics sim | \$29.95 | | 6 | 4 | Finger-bashing mu | Itiplayer spo | orts frenzy | 7 |
| ISS Pro '98 | Soccer sim | \$79.95 | | (a) | P 2 | The best soccer sir | n on the pla | inet | 9 |
| Jonah
Lomu Rugby | Rugby sim | \$89.95 | | (a) | 2 | The best (and only |) rugby sim | out there | 8 |
| Kensei | Beat 'em up | \$89.95 | | O | P 2 | Not flash looking, | but packs a | punch | 9 |
| KKND: Krossfire | Strategic warfare | \$89.95 | | () | 2 | Fantastic Australian strategy game | n-made war | fare | 9 |
| Knockout Kings | Boxing sim | \$79.95 | | (a) | | The top boxing sim | at the mon | nent | 8 |
| Kurushi | Puzzle | \$69.95 | | | | An enthralling men
PlayStation owners | | for | 8 |
| Legacy Of Kain:
Soul Reaver | 3D adventure | \$89.95 | | • | 1 | Tomb Raider with | vampires | | 9 |
| Madden NFL 99 | American football sim | \$89.95 | | 6 | 8 | American football g | game that ap | ppeals | 8 |
| MediEvil | Arcade adventure | \$39.95 | | • | P ① | Fun and very playa | ble adventu | ire romp | 8 |
| MDK | Third-person blaster | \$89.95 | | () | 1 | An intelligent, fun a ground-breaking b | | | 8 |
| Mechwarrior 2 | 3D combat strategy | \$89.95 | | • | 2 | Gripping blasting blumbering robots | etween | | 9 |
| Metal Gear Solid | Sneak 'em up adventure | \$89.95 | | () | 6 1 | Simply the best ga | me ever ma | de | 10 |
| Micro
Machines 3 | Dinky racer | \$49.95 | Section | O | 4 | Cute and addictive | mini racing | action | 9 |
| Monkey Hero | RPG/Arcade adventure | \$89.95 | | (| 1 | Simple and satisfying perfect introduction | | | 8 S |
| Mortal Kombat 3 | Beat 'em up | \$89.95 | | • | 2 | A fun old-style gory | beat 'em u | p | 8 |
| Motorhead | Racing game | \$49.95 | 0 | () | 6 2 | Underrated futurist | tic arcade ra | acing game | 9 |
| Music | Music creation | \$79.95 | | (a) | 1 | Proving that music | sounds bet | ter with you | 9 |
| NBA Live 99 | Basketball sim | \$89.95 | | O | 6 8 | The best basketbal the PlayStation | I game on | | 9 |
| Need For Speed:
High Stakes | Racing game | \$79.95 | | (a) | P 2 | Race the cops on operformance sports | | in high | 8 |









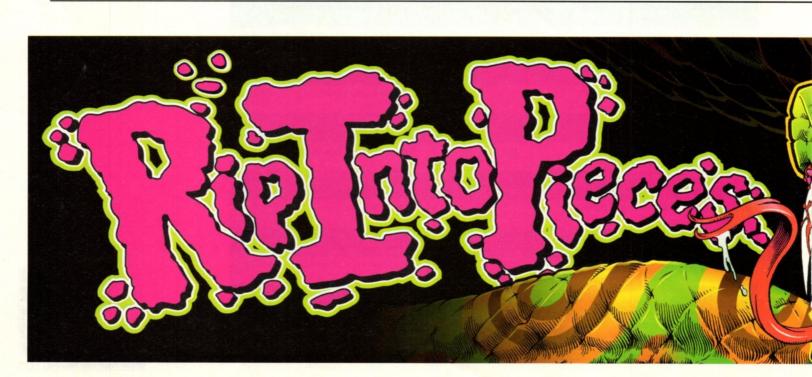








| itle | Style | Price | Icons | | | | Description | Sco |
|-----------------------------|----------------------|---------|-------|------------|------------|----|---|-----|
| NHL 99 | Ice
hockey sim | \$79.95 | | (a) | • | 8 | The best ice hockey game on the market | 8 |
| Oddworld:
Abe's Exoddus | Platform adventure | \$69.95 | | (a) | (P) | 2 | More engaging and quirky platform adventuring | 8 |
| Oddworld:
Abe's Oddyssey | Platform adventure | \$49.95 | | () | | 1 | Full of bright ideas and originality | 9 |
| Omega Boost | 3D shooter | \$59.95 | | (a) | | 1 | The best 3D shooter available on the PlayStation | 8 |
| PaRappa The Rapper | Rap 'em up | \$59.95 | | () | | 1 | Great fun for adults and ankle-biters alike | 9 |
| Player Manager 99 | Soccer
management | \$79.95 | | (a) | | 1 | One of the best soccer management titles yet | 8 |
| Point Blank | Puzzle
blaster | \$59.95 | • | (a) | | 2 | Highly addictive puzzle game with a gun | 8 |
| Porsche
Challenge | Sports car racer | \$39.95 | | () | | 2 | Realistic and compulsive racer at a cheap price | 8 |
| Rage Racer | Sports car racer | \$39.95 | | O | | 1 | Fabulous arcade racer with slick visuals | 9 |
| Resident Evil | Scarey adventure | \$49.95 | | (a) | | 1 | Chilling and gorey action with fiendish puzzles | 9 |
| Resident Evil 2 | Scarey adventure | \$49.95 | | () | | 1 | More horrific zombie-filled 3D adventuring | 9 |
| Ridge Racer | Sports car racer | \$39.95 | | (| | 1 | The original PlayStation racer – it still rocks | 9 |
| Ridge Racer Type 4 | Arcade racer | \$79.95 | | (| | 1 | The finest arcade racing game money can buy | 9 |
| Rival Schools | Beat 'em up | \$89.95 | • | • | (| 8 | Perfectly balanced fighter – great
two-player mode | 8 |
| Rollcage | Futuristic racer | \$89.95 | | (a) | (| 2 | Fast and furious, it's Wipeout on wheels | 9 |
| R-Type Delta | Shoot 'em up | \$89.95 | | (a) | (P) | 2 | Retro blasting to make you weep with happiness | 8 |
| Shane Warne
Cricket | Cricket sim | \$89.95 | | () | (| 4 | Joy as cricket comes to the PlayStation | 8 |
| ilent Hill | Horror
adventure | \$89.95 | | () | (P) | 1 | Plenty of gory stuff packed into this disc – don't play this game alone | 8 |
| Soul Blade | Beat 'em up | \$39.95 | | () | (| 2 | Hack and slash 'em up fighting | 8 |
| peed Freaks | Kart racing | \$69.95 | • | (a) | (P) | 4) | Cheerful multiplayer racing game with colourful characters and tracks | 8 |





link cable



mouse



steering

wheel



gun



multitap



card



neg con



analog



players



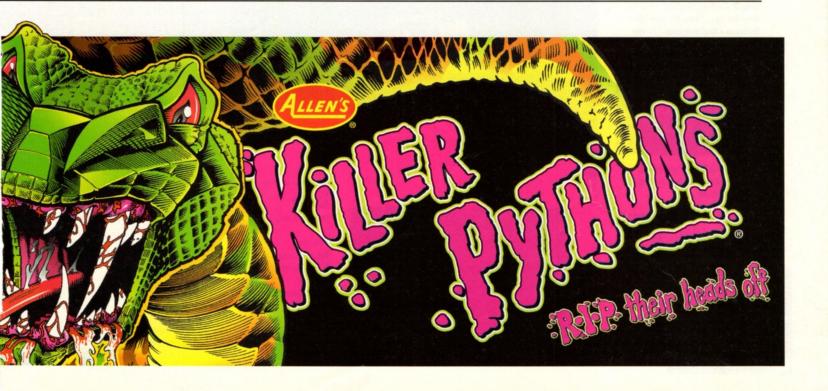
Style Price Description Score Spyro The Cutesy 3D platformer with much charm Platformer \$59.95 **6 6 1** Dragon Accurate and compelling simulation of Star Wars: The 3D adventure \$79.95 an amazing movie Phantom Menace Street Fighter Beat 'em up \$89.95 The best of the Street Fighter bunch **6 6 2** Alpha 3 Street Skater \$79.95 Skating sim An original, solid, unashamedly arcade 2 effort Super Puzzle \$89.95 Puzzle Hilariously mad Japanese puzzle antics 2 Fighter 2 Syphon Filter \$69.95 3D adventure Multiple objectives keeps this espionage 8 1 game interesting Tekken 3 Beat 'em up \$39.95 ..unless you count this one as well **6 6 2** Time Crisis \$39.95 Lightgun The grooviest, bloodiest 8 1 adventure lightgun adventure TOCA: Touring \$39.95 Motor racer Amazingly realistic and detailed racing **6 6 2** Car Championship Tomb Raider 3D adventure \$39.95 The original 3D adventure with Ms Croft 9 1 Tomb Raider 3 3D adventure The perfect balance of action 9 1 and exploration Twisted Metal 2 Crash 'em up \$39.95 Smash cars up across Europe for fun 9 2 Musical party Um Jammer \$59.95 The wacky sequel to PaRappa with a 2 Lammy game collection of guitar-based tunes V-Rally Rally racer \$49.95 Tricky and varied rally racing game 9 **P Q** V-Rally 2 Rally racer \$89.95 Unprecedented quality in a rally game -10 **6 6 4** isn't that reason enough? Vigilante 8 Driving combat \$89.95 Funky car chases and blasting action 8 **(P)** (2) Warzone 2100 Real-time \$89.95 3D graphics and gameplay are 1 unprecedented in this genre Wild Arms RPG \$59.95 Slick and polished RPG for true fans 9 **P** (1) Wipeout 2097 Fantastic-sounding and cool-looking **Futuristic** \$39.95 9 1 futuristic racer racer X-Games Snowboard \$89.95 Easy and fun snowboarder although 7 1 Pro Boarder lacks a little depth racer













Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as simple as pressing Play on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a blue background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, pop your disc in an envelope to this address and we'll send you a renlacement









Tony Hawk's Pro Skater

Tony Hawk's Pro Skater's easy-to-pick-up controls make trick combos child's play. In the demo you can either play Hawk himself or Bob Burnquist. fly-offs scattered around the park. The on-screen stats of Burnquist, on the other hand, indicate that street tricks are more his style. The overall abilities of two of the world's greatest skateboarders won't be disappointing. Two Modes are available on the demo – Single or Two-player split-screen. You

have two minutes to clock up as high a score as possible, performtricks that aren't fully landed will result in nothing more than skin loss. In this game, practice not only makes perfect, it looks pretty

- Turn/balance (while grinding)
- → Brake/lean back
- ▲ Grind
- Kick trick
- Grab trick
- **★** Crouch and jump

Select – Camera Start – Pause

Hold down * to crouch; release it to jump (ollie). The longer you crouch the higher you'll ollie! To grind hold down ▲ when in the airborn, tap ○ or □ plus a direction on the D-Pad to do tricks.

Additional features

In the full game you've a choice of nine pro skaters of varying abilities and ten huge skate parks. As well as single and multiplayer options, you can compete in a half-pipe challenge and test both your street and vert skills in the Trick or Battle Modes.

Further information

Tony Hawk sent us dizzy in *PSM25*'s PrePlay.

Publisher: Yaroze

Style: Strategy

Demo type: Full game (two-player only)



Choose Duel, Search and Retrieve, or Capture the Flag Modes.

Controls

Option Screen

↑

- Select option

←→ - Change option

- ↑ Forward (thrust with hovercraft power-up)
- ←→ Rotate left/right 🗱 Fire
- - Pause game • - Lay mine (with mine-layer p/up) L1/L2 - Rotate turret left and right (when using turret option)

L2/R2 - Re-centre turret

Publisher: SCEE

The successor to the much-loved PaRappa The Rapper,

Many characters have changed, but the demo revives old favourite Chop Chop Master Onion, only now he's on

stage and has left his dojo to assist Lammy in her search

As joypad symbols appear on the screen and flash, tap

the corresponding buttons. Do this and you should stay

then, depending on your guitar skills, things could go

either way. Our advice is to tap frantically while your

friends sit back in awe of your natural sense of rhythm.

Um Jammer Lammy

Style: Rock/rap 'em up Demo type: Playable demo



Publisher: Infogrames Style: 3D platformer

Demo type: Playable demo

Bugs Bunny: Lost in Time

Bugs is lost in time. You join him in his escapades as he tries to travel back to the present. In the demo you find yourself in the Stone Age. Your mission is to avoid Elmer Fudd and clones - you'll need pretty nimble fingers to get through this level. Hint - watch out for the ten-ton weights that have a habit of falling from the sky.

Controls

D-Pad - Direction

- Kick
- # Jump
- Crouch
- ▲ Pan view
- L1 Roll





R1 + direction - Push large rocks

L2 + R2 - Change view

R1 - Lift up/drop small rocks or boxes

Additional features

In the full game, Bugs finds himself battling against arch-rivals Yosemite Sam, Marvin the Martian, Daffy Duck and others through 20 levels set in six eras. These range from the Stone Age to the futuristic Dimension X, and feature bonus levels too. His special abilities include flying using his ears as helicopter blades...

Further information

Publisher: SCEE Style: Kart racer Demo type: Playable demo

PSM24 awarded dat wabbit a lessthan-dethpicable 7/10.

followed by R1 - This will allow you to dive into rabbit holes

On screen

In the full game you follow the progress of Lammy, a young female guitarist with aspirations to stardom. In your quest for fame you must, under the careful tuition of Chop Chop Master Onion, face challenges that include fire-fighting, lumberjacking and child-minding. Oh, and this demo is one-player only.



Further information
Um Jammer Lammy twanged be sheepish about buying it.





Speed Freaks

This game is excellent. It tops even the SNES version of Mario

Kart. It's unadulterated gaming fun and should be on the shopping list of any gamer. Our demo gives you the chance to play Single, Multiplayer and Demo Modes as one of six characters. While whizzing around the track, pick up power-ups and weapons - these litter the track in boxes - before steaming into victory. Speed Freaks is addictive enough wreck any relationship, but it won't: there are Multiplayer Modes, so no-one needs to be left out!

Controls

D-Pad - Steering

* - Accelerate

L1 - Powerslide L2 - Fire

O - Brake

▲ - Camera R1 - Powerslide

Additional features

There are plenty of them: 24 tracks, five Play Modes,

nine characters (three of them hidden) and, finally, the Vs Mode on the demo is two-player. In the full game you also have the option of three or four-player modes. Top fun all.





PSM25 awarded a freakish 8/10 to this astonishing automobile action.

Demo type: Full game

Not a story about old chewing gum but a space action game centred around your war against the Liaobec Empire.

Publisher: Yaroze

Style: Space sim

As the game opens, you are all alone deep within enemy space and your first task is to get home. You must navigate your way through levels filled with planets, nebulae, enemy camps and who knows what else?



Decaying Orbit

Controls (digital)

D-Pad - Direction

- Thrust

- Fire laser

▲/● – Use extras

Controls (analogue) D-Pad - Direction

- Thrust

R1 - Laser

L1/L2 - Use extras R2/L1 - Use extras

R2/L2 - To scroll through available extras (Full game instructions on screen.)

Further information

To find out more, visit the developer's Web site at www.dragonshadow.com



Publisher: Titus

Style: Beat 'em up

Demo type: Playable demo

Evil Zone

This fast-paced manga fight fest is set on the island of I-Praseu. Ten warriors have been brought together to fight the evil witch Ihadurka. Weapons are a little off the wall. Special attacks can use thermonuclear explosions, curses and intestine-eating aliens. Gaming modes, include Story, Survival and Practice, as well as the standard One and Two Player Modes.

In the demo you can be Setsuna Saizuki (the schoolgirl), or Danzaiver (who looks like one of the Power Rangers). The Story Mode enables you to fight three battles following the quest of the two characters. There is no time limit to the battles - so fight to the death!

Controls

D-Pad - Move character

- ▲ Attack
- - Defence
- - Cancelling menu setting
- – Setting menu

Select/Start - Return to title screen

L1/R1 - Select stage

L2/R2 - Handicap setting

Start - Pause





Additional features

One of the features that makes Evil Zone different is the mangastyle setting and its animation. Characters will suddenly split into multiple fighters, laser beams shoot out of the sky and atomic explosions appear from nowhere.

Further information

Evil Zone racked up a wicked 8/10 in PSM23's PlayTest.

Publisher: SCEE

Style: Beat 'em up

Demo type: Playable demo

Tekken 3

Yes, a demo of the ultimate punch-up, for the few of you who don't own it already. Find out what you're missing.

Controls

- ←→ Hold down to walk
- ←→ Hold ↑ Hold to jump ↓
 - Hold to crouch
 - $\uparrow \uparrow$ or $\downarrow \downarrow$ Tap up or down twice to quickly sidestep
 - ← Hold back to block
 - → Tap forward twice and hold to run
 - O Right kick
 - ▲ Right punch
 – Left punch

 - **★** Left kick
 - + ¥ Throw (when near opponent)
 - ▲ + O Different throw (when near

Dust off your archive copy of *PSM*14 to read the 10/10 review of this benchmark beat 'em up.







Publisher: SCEE Style: Football sim Demo type: Rolling demo

This Is Football

Set to go head-to-head with the massive licences that already dominate the world of gaming football, This Is Football may have what it takes to contend with the long-established benchmarks that are

Judging by the look of our demo, this one's going to be hot. With SCEE behind it, we can expect nothing less than a AAA title. Sit back, judge for yourselves and salivate until the playable demo arrives in a future PSM.

Rat Attack

Over 40 years after being blasted into space as part of an early experiment, lab rats Washington and Jefferson return to Earth. Equipped with fiendish alien gadgetry, they aim to take over the planet. Good luck to them.

Publisher: Mindscape Style: Puzzler

Demo type: Playable demo

No, wait! Your task is to stop them by catching rats, with the help of an Eraticator. This demo has single and multiplayer options and gives you a choice of three cats. In the Single-Player Mode you need to finish four levels – lounge, kitchen, rifle range and pit. Once you've captured enough rats in each level you face Beefy Bennett.

Controls

D-Pad - Direction

■ - Jump

- Eraticate ▲ - Special move

Swipe

R1 - Drop cheese

Additional features

The full version will have over 50 single-

player levels, 15+ levels for 2-4 players and eight varied cats.

Purther information

Look out for a PrePlay soon.





It is with great pleasure that we present the awards for the most frequently asked questions to PSM this month.... Q: I've tried celling the Powerline hotline but I don't have a touch-tone phone. Do you need one? It asks you to dial in numbers and I don't think this works with my oldfashioned dial phone.

A: I'm afraid you do. Do you have electricity where you

Q: Will Final Fantasy Tactics or Final Fantasy Collection be released here?

A: It's not likely. You just might have to be happy with Final Fantasy VIII, coming very soon to a PlayStation near you. However, Final Fantasy Collection is being released as Final Fantasy Anthology in the US, so there might be some hope of a PAL release.

Q: Why were some of the games you advertised last month missing from the disc? A: We're really sorry, but changes sometimes occur to next month's disc contents after we have gone to press. Most notably of late, we've missed out on V-Rally 2, Carmageddon and Silent Hill. All the demos must go through stringent quality control for bugs; sometimes they don't make the grade and have to be dropped. Be assured we'll bring you those games, plus all the biggest games in the business, as soon as possible.

Q: There's a problem with my PlayStation. What should I do?

A: Call the Sony Consumer Support line on 1902 262 662

Q: You reviewed Bloodu

the game near you.

Roar 2 in issue 22 and had a demo in issue 24. But I can't find it on the shelves. A: The game is out. Call Ozisoft on 1800 678 921 and they will be able to direct you to a store that has

Q: In your July magazine, I saw an ad for a G-Con Bazooka. Can you please contact me and let me know when it will be available? A: Er, have a look at the smaller print under the description. It's a joke... Well, we thought it was funny, апушау.



Anything else?! Write to: Feedback, Official PlayStation Magazine, GPO Box 4089, Sydney, NSW 1028.



Babysitters' Club

I would like to sing the praises of the PlayStation as the ultimate in parental accessories. With the steady decline of the quality of television, a lot more people of all ages are turning to gaming consoles for their alternative entertainment. We chose the PlayStation as it offered the widest choice of games and styles and with the birth of our first child looming, constantly upgrading my old PC to play the latest games was becoming unaffordable. Little was I to know the PlayStation was to play a major role in maintaining sanity through the stresses of parenthood. My wife played Spyro the Dragon during the wee hours of pregnant insomnia and Crash Bandicoot saw us sanely through the early stages of labour. Once our daughter was born, along came the nights of being woken at 2am by a child who, after feeding (bottles) wants to sit and gurgle as I struggle to stay awake. Hurray to the PlayStation!

Not only was Colin McRae Rally able to keep me awake by providing litres of adrenaline rush as I weave around the snowy tracks with eyes like a fish, but the constant revving of the car engines slowly returned my daughter to silent slumber. The real problem now is how am I going to put myself to bed





after my daughter has snoozed away almost an hour ago? Like the commercials say, "Do not underestimate the power of PlayStation!" So from now on, we have got

the best out of PlayStation and having it as a tool to help us to cope with our long nights awake with our wonderful baby.

Charles Patterson, WA

Throw Another Girl on the Rarhie

I am not a sexist person but I am a little sick of females who write in to your magazine and complain about the lack of games for girls. They try to get their voices heard over the majority of the particular sex who own a PlayStation, I ask you something, what type of game is a

girl's game? One with Barbie in it? I don't think so! If all females thought that games were only directed at males then they wouldn't get a PlayStation.

I'm all for women having PlayStations and we know this! So why do they keep writing in and telling us that? James, via email

Music Machine

To the people of the main mag. I was just thinking about how bad the music is in some games and how sick and tired I am of the music in Gran Turismo when a thought struck my mind: wouldn't it be great if you could plug the PlayStation 2 into your old PlayStation with a cord going from the serial port (or something) of the PlayStation 2, to the con-



Sink the Pirates

Am I the only one who seems to have a problem using copied software? It seems that all the gamers that I know never buy new software. They don't understand why I have such a problem with burning games. One friend of mine has this moral decision-making formula that he uses, which is

he doesn't mind paying full price for it. On the other hand, if it's a game that he's not real fussed with, he would copy it. His theory being that if he wasn't real keen on the game, he would never have gone out and bought a new copy in the first place, therefore the software company was never going to get his money anyway. Nice theory, but I'm not convinced. The sooner software developers develop foolproof games that detect mod-chip installed days are numbered! Bury your game booty and prepare to walk the planks, sea hags. Happy gaming, my law-abiding citizens! Stephen Jennings, WA

Good on you, Stephen. PSM can not condone piracy in any way, and Sony both in Australia and overseas is working hard to lock up the pirates, using new encryption methods on discs and hiring the best legal firms to track down unscrupulous types who are hurting the industry. Remember folks, if you have any information on pirated PlayStation software, please contact Sony.







ask nino

our man Nino can't answer.

Q: On Metal Gear Solid videos, Snake has an unlimited supply of ammo. Can you tell me how to get an unlimited supply? Phillip Inger, VIC

the game at least once with Meryl (on any difficulty level), by surviving the torture sessions Meryl will give you a bendana. Save the game and start the game again (the icon on the memory card should have Meryl's face on it, the game file in the MGS menu will be yellow: When in the game use the bandana.

Q: I have Die Hard Trilogy and the game is gun-compatible. I tried the Namco G-Con gun, hooked it up as per instructions but it didn't seem to work. Is the Namco gun compatible or not?

: Unfortunately, it's not: Fox not supporting the best-selling gun on the market is crazy to us. It will work with most other guns though

Q: I'm after finding out if you are able to get scratches removed from game discs by resurfacing or repair. I have scratched my best mate's game and I heard a rumour you could get the scratch removed. If so, I would like to get this done before he returns from overseas.

Preaking Out, NSW

A: There are some products available like creams and plastic films to repair scratches, but we suggest you only use them if a disc is not work ing at all. Try a good music store.

Q: Will FIFA 2000 be more lifelike? I felt that FIFA '99 was hopeless and nothing like real life. I liked how you could pick club teams but it was too easy.



troller port of the old PlayStation so that the ingame music of your favourite PlayStation games can be the sweet sounds of your most loved CD! I don't mean just playing the CD, I'm talking about total integration: a different track for each level/menu/etc so the music becomes part of the game. Do you think this is a possibility? Also on the matter of linking, when you use old PlayStation games in the PlayStation 2, will you still be able to play link-up games using your old PlayStation connected with the new? PS. The graphics in the newtoo hopeful. Regarding link games, we doubt this is going to be possible, and developers haven't been too keen on using the link cable lately, but here's hoping.

Lara Lovers

This letter is for all the non-Lara lovers out there. We're sick and tired of people slagging Lara off. We read a lot of different mags. And most of them slag her off about her big breasts. Us Lara fans don't just love her because she has big breasts, we love her because she's got big breasts, great legs, sexy body and a wicked ass. Lara's the best thing to ever hit the Playstation, so we reckon you should lay off Lara and let her keep Tomb





Monkey Madness

I'm just writing to express the disgust I feel towards creators of games such as the much-hyped Ape Escape. Don't get me wrong, it might be a fantastic game except I can't play it! I bought my PlayStation when it had a \$600 price tag and a normal controller which Sony have deemed inferior to play their new game with! It's like making a driving game that can only be played with a steering wheel. Honestly it makes me feel like a PC owner who has to keep buying better hardware to play new games. Come on Sony, think of the people who helped establish the PlayStation and include normal controller compatibility as well. Kerkin, via email

I'm afraid we have to disagree with you. This industry is all about innovation, and Ape Escape is one of the most innova-

tive platform games ever, thanks largely to its superb use of the Analog Controller. It is not a cynical marketing move to make the game Dual Shock-only (if it was, we would have been critical too): it is an essential element to the gameplay.

PSM Persuasion

I thought I would just let you know that your carry case for the PlayStation arrived today. I just wanted to say thanks for it. I know you probably get heaps of emails and just thought I would let you know we appreciate PlayStation Magazine sending us presents in the mail. My son loves the PlayStation, and I find it is the only leverage I have to



WHAT IF?

What if you could play PlayStation in a simulator? It would be awesome to be able to play games such as *Colony Wars: Vengeance* or *Ace Combat 2* in one of those hydraulics-operated simulators that they have at things like Royal Shows and big events. You would have a big screen, very loud surround sound and the whole thing would rock and roll to make it the perfect PlayStation experience. *Colin Holt, Vic*









get him to do his homework, and that is why I subscribed to the magazine. If he doesn't do his homework, then the magazine is mine! Sharon Hardman, WA

New Puzzle Games

A rather puzzling matter has come to my attention. Over the past couple of weeks, I have noticed some changes in newly released PlayStation software. Firstly a price drop! New games under \$70!! (Thank you Sony). But secondly, I have noticed a change in the quality of the packaging and instruction manuals for the worse. The game cases are now in smaller cases. I hear some people say "Who cares about the packaging?" but I'm curious. The plot thickened, when upon inspection of the discs, I discovered the new discs were no longer made in Austria, but in Australia! Is this to be the new standard of Australian PlayStation software? Is the loss in quality to compensate for the price drop? Will we ever see the proper PlayStation cases again? Is Elvis dead? Confused Person, via email

PlayStation games in Australia are among the lowest-priced in the world there are many titles now retailing for \$69.95 or \$59.95. Great stuff, indeed. You are indeed an observant gamer, and yes, all discs manufactured in Australia will feature the slimmer case. The office is currently divided on whether the cases are an improvement or not.

Happy as Larry

Let me just say your mag is ace. I used to buy other mags but they're crap compared to your mag. The first time I saw issue 24 of the upgraded mag I was in love with it. I will keep buying your mag until I die! Now, I have some guestions. What does PSX stand for? Do you think Syphon Filter is better than Metal Gear Solid? Do you think Omega Boost is better than MechWarrior 2 and Armoured Core? Tristan Somerville, VIC

PSX was the project codename for PlayStation when it was it development, and has stuck. The X doesn't stand for anything! We prefer Metal Gear Solid and Omega Boost, but they are all great.

Grand Tourism

Thanks for producing such a top quality mag. The new format is outstanding. Keep it up! Now for those of you who may dispute the

longevity of Gran Turismo, listen to this. I had

I really hate it when producers PlayStation games give a release date and

going to be finished and have the game

come out earlier. They don't even tell the

shops that it's going to be released later

because I ring up shops a few days after

the release date and they say that they haven't got it in yet and don't know when

it's coming out. So I've been wasting

then the game comes out a few weeks or even

months after the release date. They should say the

release date at least a month after they think it's





completed the game totally. I had won every race and championship and had all the hidden cars. I have owned this game since its release over a year ago. The game was left on my shelf untouched for a good two or three months. Then, I lost my memory card with the GT game data, so I started again to build up cash and win

not more fun. For those who have finished the game and have not touched it since. wipe your memory card and start again. What a game!!! Shaun, NSW

Wheely Unfair

Thanks for disc holder, I now have a safe place to put all of my demo disks in. Now onto a more serious issue. Colin McRae, Gran Turismo and V-Rally 2 all come to mind when you talk about racing/ driving sims. Each has raised the standards of the genre, but what about two wheel racing? I ride and love motorcycles and can only live in hope that some day, some one will bring one out. Also, my mother is over 40 and thoroughly enjoys late night gaming sessions killing zombies in Res Evil 2 or saving the world from nuclear terrorists in Metal Gear Solid. Playstation is for everyone, and bridges generation gaps.



those races. I tell you it is just as much time around, if

S Enright, via email

Check out this month's Castrol Honda review - and grab Moto Racer 2.

money ringing up trying to find out when a game's coming in. Some games have reasonable excuses, like Tomorrow Never Dies, because they're putting multi-player on it (which I want). David Houghton, VIC



We sympathise, but we'd much rather have a quality game hit the store shelves than have it rushed out to meet a deadline with bugs or key features missing. We publish release dates as an indication to readers, but you should always keep in mind that making games is a difficult process and often projects slip past their deadlines



ask nino

A: FIFA has always been more of an arcade-style kick-around. Maybe you should try the more realistic ISS Pro. or the upcoming This Is Football

O: I like reading your magazine because it provides a lot of information about new games and I was wondering if the software companies are planning to make games using the Simpsons, or a sports game with the Olympics. lessica Ebert, SA

A: Eidos are making a Sydney Olympics game (see news) but unfortunately there aren't any Simpsons games on the horizon.

Q: I bought *Crash* about 6 months ago and have nearly finished it but I still need to get the key from Lights Out. I also need the crystal from the first level on the second island. How do you do it?! A Hingston, QLD.

Gem is activated [The Lab - Island 3) you will find a alternative level end. Using this will give you the key to Fumbling in the Dark. The Yellow Gem is placed half-way through There's a white gem in Up the Creek Once you've located and accessed the Exclamation Box, trek back across the lily-pad path to the waterfall, You'll notice that four lify pads are constructing a path across to the two boxes sitting on the ledge. You can either walk the lily path and collect an extra life, or simply jump from the log to the two boxes. Set the timer on the dynamite and use the breakable arrow box to shoot back up to the log. The dynamite will destroy the last boxes.

Q:I have heard that it is possible to play VCD's on Playstation. Is this true, and how can I do it? Michael Robinson, via email

machines. In Japan, Sony released a special white PlayStation that plays video CDs because they are popular er there. PlayStation 2 might play



Our regular It Should be a Game showcase makes way this month to announce the 10 winners of the "I've got an idea for a shooty game" competition (PSM 23). Each winner has picked up a Namco G-Con 45 lightgun and can now look forward to serious gun totin' gaming. Send your "it should be a game" entries (which must have a front cover design) to: It Should Be A Game, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028. Here's the best of the best...

The other five winners of the Damco G-Con 45 lightness are Cameron Brown (OSW) Liv He (OSW) Brent Weston (Old) Dicky P (OSW) and Erin Delson (Vic.) Congrets

The year is 2013 and

strange happenings

have been going on;

Dropbears, The

koalas with bad

attitudes that have teamed up with the

people are losing limbs and being severed by

Dropbears are mutated

Hoopsnakes to try and

overrun the town! Your job is to stop them.

Play Station .

TEGAT

PlayStation...

THE GAME Dropbears, from the slightly 'backward'

THE NAME OF

Scotty Harrod of NSW.

THE AIM OF THE GAME

Shoot all things bad and save all things good.
Bad things include the Dropbears and Hoopsnakes but be careful not to shoot any of the cute, good koalas. Be cautious around Dropbears as they have a tendency to eat the like of humans. Plenty of ammo 'pick-ups' to look out for as well.

THE PSM VERDICT

Okay, Scotty got himself a prize 'cos his picture was so cool. But *PSM* does believe it'd still be a good quirky shoot 'em up with real Aussie flavour.

HOW

TO PLAY







Some bad students have just graduated from law school on another planet. Due to an excess of lawyers on their home planet they have travelled 300 light years to earth in an attempt to reform our legal system. It's up to you to dispense your

own brand of justice and

stop them!

You must make sure evidence arrives safely and rescue kidnapped witnesses which are at the hands of the corrupt alien judges. Protect real judges from early retirement and keep law and order in earth's halls of justice! Sounds like a big iob...

Is our law system that perfect we need to go to such lengths to protect it? Probably not, but sounds like a fun shoot 'em up anyway.



Kelly's Last Stand from Simon Williams of NSW.



You can either play as infamous outlaw Ned Kelly, or one of the British police who are on a mission to capture Ned and his gang. If you're playing as Ned, you want to get the hell out of Dodge, but as a cop you do the chasing. A multiplayer mode would be available for shootouts with your mates.

Ned was a renowned cop killer, and in this game you take on his identity. So as gruesome as it sounds, blast away to get away! Here's your chance to break away from being a regular law-abiding citizen. Don't take this kind of behaviour onto the streets or you'll start making enemies, and plenty of them.





Playstation

Eggsterminator, an eggcellent concept from Michael Wentworth-Perry of ACT.



You're a chicken escapee from "Batteries Incorporated". You must get yourself out of the building as well as rescue your fellow fowl. Oh yeah, you have a modified gun that shoots eggs to get you on your way. Well get to it. What are you, chicken?

Keeping up with a sufficient amount of ammo is the toughest thing to do in this game. As well as trying to escape, you've gotta lay eggs so you can shoot them. Your friends can also provide you with some of their eggs but they might not always be around when you need them.

Sounds like good fun to PSM. A few more guns wouldn't go astray. Perhaps one that cooks the egg before it shoots out, so it's rock hard?





Bombsheil, from someone in Brisbane, Qld. They forgot to attach their name to their winning entry! Don't worry, we have your address and we'll track you down.



Plenty of missions with even more stealth and strategy required. You are an FBI agent who is assigned different missions to investigate terrorist activity. Ammo, heavy artillery – this is a shoot 'em up with true grunt.

As the game cover indicates, there'll be plenty of gore and blood dripping from your screen. The bigger the weapon, the more blood it brings. Basically, a bloody shootout-fest. Bombshell was the sickest game concept of the lot.

At least you're aiming at a TV screen instead of a real human or innocent bird-life...

And the winners

There will be plenty of grins on PSM readers' faces this month. Here we announce the winners of our Ape Escape, E3 goodies, Pizza and Australia's Best PlayStation Gamer competitions.

ur Ape Escape competition proved much more popular than John Howard, although some readers did have difficulty with picking the monkey from the line-up. Julie Parker (VIC), Mark

Russell (QLD), Narelle Eckert (ACT), Thomas Flood (QLD) and Trudy Ensbey (NSW) have all won Ape Escape Dual Shock game packs and can now all go bananas. For the record, the answer was John Howard!

Steve Leiberman (VIC) gets the E3 goodies. His entry: "I think the silver thingy is some kind of finger spa. Filled with warm water and your favourite bath salts, it provides soothing relief



for Dual Shock-strained fingers." Excellent.

Pizzas and Snacks cookbooks winners: Daniel Terjesen (VIC), Robbie Colvin (SA), Richard Torrens (NSW), Rebecca Howe (NSW), Andrew Riordan (NSW), Anna Sokol (QLD), Alick Clark

pizzas

and Snacks

(NT), Rachel Seach (WA), Greg McLean (TAS), Lance Smith (VIC), lan Turner (WA), Lachlan Blundell (QLD), Al Park (NSW), Louise Martin (WA), Daniel Salem (NSW), Brendan Cowell

(VIC), Emma Davies (SA), Nick Hansen (NSW), Cherise Reed (SA) and Kat Gill (SA). Bellissimo!

Of course, who could forget Australia's Best Games Player? Please send all cheerios to the newly crowned Australian champion of videogaming, Paul Stapleton. See news to read more about the brilliant mystery man himself! And because we're so generous and there were so many high-quality entries, we'll be sending out the following five runners up

Limited Edition Ridge Racer Type 4 Collectors' Packs, courtesy of the good folks at Sony. Congratulations to lamie Stapleton (NSW, no relation to Paul), Stephan Mamic (OLD), Andrew Moriarty, (NSW), Ryan Metcalfe (WA) and Ron Robertson (QLD).



Australias Largest

Herstellou

Ace Combat 2 Actua Soccer 2

en Trilogy ne in the Dark 2 Ireti Racing amaniacs: Ten Pin 2

Apocalypse
Armoured Core
Armoured Core 2
Aryton Senna Kart Duel
Assault: Retribution
Assault: Retribution

Movie attle Arena Tosh 3 attle Arena Tosh 2 east Wars: Transfor to Freaks

sy 3D ishido Blade 2 ist-a-Groove ust-a-Move 4

Cart World Series Circuit Breakers

ghting Force ghting Hiusion: K1-Rev inal Boom inal Fantasy 7 ormula 1 98 ormula 1 98 **Final Fa**

la Karts re Con LA.P.D.

Enter the Gec st in the Shell

Heart Of Darkness Hot Shots Golf LS. Soccer Pro 98 independence Day Indy 500 J. McGrath Super X 98

J. McGrath Super X 9/ Jet Moto 2 Judge Dread K-1 Arena Fighters Kagero Deception 2 Klona KnockOut Kings

Krazy Ivan Kula World Libero Grande M.K. 4 M.K. Mythologys M.K. Trilogy

Madden NFL 99 Madden NFL 98 **Max Force**

Tegaman Legends
Hervel S Hero's Vs St. Fight
Hetal Gear Solid
Hetal Slug
Hicro Machines V3 ter Trucks

MTB Dirt Cross NBA Live 98 NBA Live 99 NBA Shoot Out 98

NFL Blitz NFL Game NHL 98 NHL 99

Pandemonium 2
Parasite Eve
Parrappa The Rapp
Pit Fall 3D
Pocket Fighter
Porsche Challenge Porson Poy Poy Hadeck

R-Type Delta R-Types Raily Cross Raily Cross 2

Raily de Africa Rapid Racer tayman Rebel Assault 2

Rayman Rebel Assault 2 Red Asphalt Reloaded Resident Evil 2 Resident Evil : D.C. Ridge Racer Rev. Rival Schools Riven: Sequel to Myst Rouge Trip: 2012

Rouge Trip: 2012 Running wild SCARS

Sim City 2000 Skull Monkeys Small Soldiers

Spyro the Dragon Star Wars: Masters Of Ter. Steel Rain

Street Fighter Alpha Street Fighter Coll 2 Street Fighter X+Alph Street Racer Tales of Destiny Tekken 2

Ten Pin Alley

Tenchu
Test Drive 4
Test Drive 5 Test Drive Off Road 2
Test Drive Off Road 2
Tetris Plus
The Fifth Element

The Lost World

The Lost World
The Unholy War
Theme Hospital
Theme Park
Thrill Kill
Thunder Force 5
Tiger Woods 99
Time Crisis
Topal 2

Tombal T. Makinen World Rally Treasures of the Deep Triple Play 98 Triple Play 99 Twisted Metal 2 Twisted Metal 3

Hotline

A large range of **USA (NTSC) Titles**

War Games: Befcon 1 WarCraft 2 Warhammer

WCW Nitro

WCW Nitro
WCW/WWO Thunder
WCW V'S The World
Wild 9
Wild Arms
Wipeout 2097
WWF in Your House
WWF War Zone
X-Men V'S St. Fighter
Z

324 Need for Speed:High Stakes 325 Rollcage 326 Rampage 2: Universal Tour

Contender
Gex 3:Deep Cover
Max Power Racing
Army Men 3D
Chocobo Racing
Dead in the Water

Fishermans Bait: A Bass Chall Syphon Filter Rugrats: Search for Reptar

Over Games

· NEWS REVIEWS

• HUGE GIVEAWAYS



All you have to do is call and give the number corresponding to the game.

Official PlayStation Magazine: Hey Bruce, we loved you call on AFL '99. How did you get involved with EAP.

Bruce McAvaney: I was approached to help EA get the licence from the AFL – and it virtually went from there.

PSM: Did you enjoy the experience recording the commentary for AFL '99?

BM: Yeah, I really did. It was certainly different to calling a footy match because it was a lot more structured. It didn't take as long as we expected and it was fascinating to see how they actually put it together.

PSM: How many lines did you need to record?

BM: Felt like thousands. You have to cover all the bases, going through every player for each of the 16 teams. Then you put them all into different circumstances.

PSM: What do you think of the game?

BM: I'm computer illiterate, so I'm not the best judge. I have had great feedback though and it's an exciting concept. I think EA has done a great job with it.

PSM: What do you think is the best feature of the game?

BM: Just the fact that you can play it against somebody else. If you're a fan you can live it in a totally hands-on way. PSM: Any tips you can give new players?

BM: Not really. I struggle when it comes to computers or anything technical. It probably helps a bit to know how the game works in reality – so you should probably watch as many live matches as possible!

PSM: Any tips on who will take out the flag this year? Who do you think will win the Brownlow medal?

BM: The Brownlow... Matthew Richardson from the Tigers, I think. And the grand final – Western Bulldogs.

PSM: How would you feel about calling an Olympics game for the PlayStation?

BM: The mind boggles at how 28 sports could be put into a

game... Think that might take a lot more to put together than the AFL game.

PSM: You must be looking forward to the Olympics.

BM: Absolutely. The momentum is really starting to build up. I'm off to the World Championships of athletics shortly and that's probably the last major event for me before the Olympics – so I'm getting pretty excited.

PSM: Do you have a PlayStation at home?

BM: We do have one. My four-year-old son isn't too bad at it.

He's very keen on the Bug's Life game – and also

Harryles and World Cup Soccer, but AFL 'oo is a bit

Hercules and World Cup Soccer, but AFL '99 is a bit beyond him. I have never played a videogame! But I am looking forward to my kids teaching me.

PSM: You were quite a keen sportsman as a young

PSM: You were quite a keen sportsman as a young tacker. Do you think you would have played games like AFL '99 on rainy days if you had the chance?

BM: No doubt about it.

PSM: From the sports games you have seen, do you think they are close to the real thing?

BM: Incredibly close. I really admire whoever has put in the research to get it all together. I'm fascinated by the fact that so many aspects of each game can be translated to the screen and hand controls. PSM: Do you like the sound of your own voice? Are you happy with the end result on AFL '99?

BM: I have to say that I go out of my way not to listen to myself. I never watch replays of anything I've done. You are always your harshest critic.

PSM: Is commentating your dream job?

BM: I think I have probably got the best job in the world – for me, anyway. It could have been a very different scenario. I had a few very lucky breaks and I really do appreciate what I've got.



All things wise and wonderful. The G-Con 45 nails them all.

The maddest game around just got even madder. Dr Dan and Dr Don are back in Point Blank 2. A sharp shooting adventure not to be missed. With thousands of targets flying in all directions. It's the ultimate G-Con45 light gun game. But are you the ultimate player?

namco

G-03045

www.playstation.com.au





- Meet the creator of Resident Evil 3, and the people behind *Lego Racers* and *Die Hard Trilogy 2*
- The 100 most influential games of all time
- PSM talks to Prince Naseem
- Revealed: the best TVs for PlayStation owners
- Free Anna Kournikova
- pullout poster

 The best PlayStation strategy games rated
 Exclusive Theme Park World
- The complete South Park games story
- The Games That Time Forgot - PlayStation's hidden gems

PREPLAY

MISSION IMPOSSIBLE



- Dino Crisis
- MGS: VR Missions
- Mission: Impossible
- Tomorrow Never Dies ...and more!

PLAYTEST



- · Attack of the Saucerman
- Castrol Honda Superbike
- G-Police 2 Point Blank 2
- FA Premier Stars
- MediEvil Platinum
- · Re-Volt
- Resident Evil 2 Platinum
- South Park
- Tekken 3 Platinum
- Wipeout 3
- WWF Attitude
- · X-Files